ZERO

BRITAIN'S BEST SELLING 16-BIT MULTI-FORMAT MAG! (Whew!)

GAMES ST AMIGA PC CONSOLES

JUNE ISSUE 20 £2.70 WITH DISK



CRUISE FOR A CORPSE

EXCLUSIVE FIRST REVIEW!

WIN!

A HITACHI MIDI SYSTEM ● A MURDER WEEKEND ● A DAY'S MEGALOMANIA ● A SNOG WITH PRINCESS DI*

BLIMEY! IT'S MURDER, ISN'T IT? SOMEONE'S SWIPED YOUR DISK, WE'LL WARRANT. WE SUSPECT THAT IF YOU ASK THE NEWSIE HE'LL TAKE YOUR POINT AND CONFESS TO HAVING ANOTHER BEHIND HIS COUNTER.

SCOOPED!

JOE MONTANA FOOTBALL AIR DUEL ● MOONSTONE D-GENERATION ● MYTH

PLUS OVER FORTY GAMES COVERED!

COHORT ● JAHANGIR KHAN SQUASH ● SPACE QUEST IV ● METAL MUTANT ● BILL ELLIOT'S NASCAR CHALLENGE ● EYE OF THE BEHOLDER





*er... not really.

PC SIMS...A SUPE

WORLD CLASS

THE MOST ADVANCED SOFTWARE ENTERTAINMENT EXPERIENCE

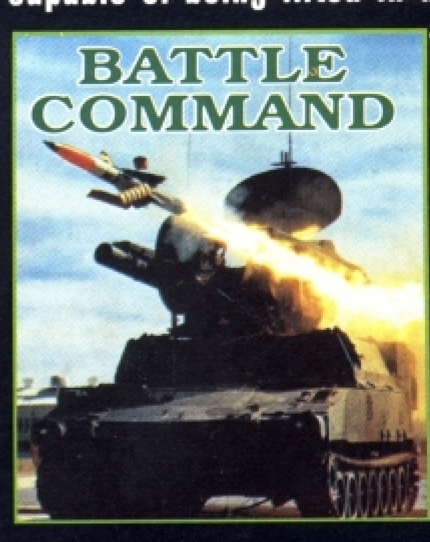
Take charge of an entire planet from its birth until its death-10 billions years later. Guide life from its inception as single-celled microbes to a civilization that can reach for the stars. THE LIVING PLANET Inspired by James Lovelock's Gaia



hypothesis, SimEarth simulates the Earth as a single living organism.

THE THINK TANK

Set in the near future, as an alternative reality, Battle Command is an arcade/strategy game in which the player controls a single "Mauler" Assault Tank in one of 16 scenarios (missions) in the ultra war, fought between two dominant races in the new World. Such are the defensive capabilities of each side, full scale attacks are suicidal, so any offensive moves are, by necessity, small "behind the lines" actions performed by elite troops in specially designed vehicles. The Mauler is the latest such machine - capable of being lifted in and out of hostile

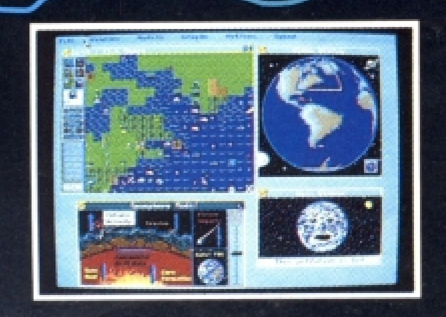


territory by fast stealth choppers and armed with the most advanced weaponry the Northern scientists can devise.

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ALL AVAILABLE FOR YOUR IBM PC & COMPATIBLES







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PERIOR SPECIES

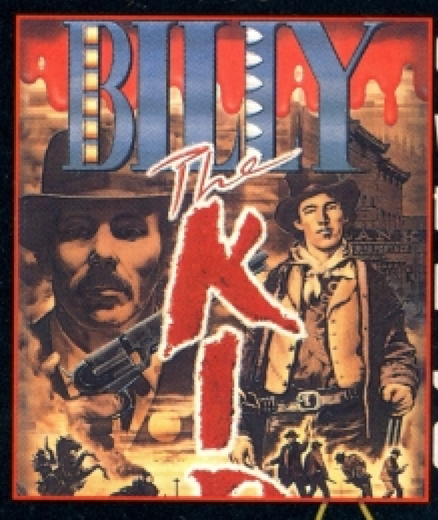
THE RIGHT STUFF

F 29 Retaliator presents the fastest and most detailed graphical enviroment ever seen in a flight simulator. This is the only flight simulation to provide 100 complex missions over four intense battle senarios. The only flight simulation to provide detailed daily war update reports. The only flight simulation to present the latest in aerodynamic technology introducing ECOP cockpits, backwinder AAMS, supercruise, stealth and more! F29 Retaliator is that flight simulation.

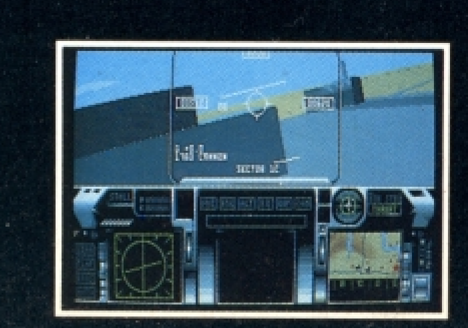


GUN LAW

"BILLY THE KID" is a one or two player action/strategy game set in the Wild West, which allows the player to assume the identity of either a gun totting desperado with a heart of gold , Billy himself or his ex-best friend, sharp shooting, law abiding pillar of the community, Sheriff Pat Garrett. They are in love with the same woman and ultimately, in a nail biting climatic finale, are going to end up pointing guns at each other. Only one character can walk away from this showdown BUT THAT'S JUST THE WAY OF THE WEST



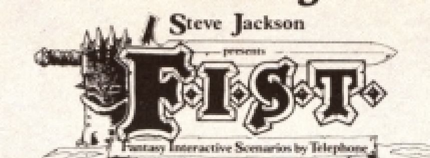






OCEAN SOFTWARE LTD,
6 CENTRAL ST, MANCHESTER
M2 5NS.TEL: 061 832 6633
FAX: 061 834 0650





-the original telephone adventure game

- £300 in Prizes to be won every month!
- Lots of Free Telephone Time to be won!
- 3 Character Types! Play as a Hero, Thief or Guard!
- Caller Interaction! Make friends or enemies of other callers!

- New Combat System!
- New Sound Effects!
- New Monsters!
- New Puzzles!
- No-Delay Play! Faststarts! Fastsaves!
- Rules fed out only as you need them!

THE SLAUGHTERHOUSE

Steve Jackson's Masterpiece of the Macabre

YOU can star in your own personal fantasy audio adventure. Tricks, traps and treachery await you in this, the *ultimate* telephone adventure game from GamesMaster **Steve Jackson.**

Heroes must try to *escape* from The Slaughterhouse in the fastest time possible. H*int* - Talk to other players; they will help you to find the escape route.
Thieves must *steal* as much gold as possible from the game characters - and from other callers! H*int* - Don't kill other callers unless absolutely necessary.
Guards earn money by extortion from game characters and by arresting other callers. H*int* - Only arrest Thieves who have killed another caller or Heroes.

Live Encounters!

You will regularly come across *other callers.* Is he Hero, Thief or Guard? Will you risk talking to him? Can you trust what he says? Or if you don't trust him, will you strike the first blow? Heroes need escape information from other callers.Thieves need to *appear* friendly to get close enough to pick pockets. Guards must find out about any strangers they meet - a wrongful arrest carries a heavy penalty.

New Combat System!

Outguess your opponent each *Attack Round* by dialling a number between 1 and 3. A 3 (Savage Attack) beats a 2 (Lunge) which beats a 1 (Guarded Attack) which beats a 3. Work out what happens when you both choose the same number! Monsters fight to the death - but in recognisable patterns. But with LIVE opponents, you can opt to either Plead For Mercy (dial a 9) or Spare his Life (dial a 0).

Cash Prizes to be Won! And Free Game Time!

The best Hero, Thief and Guard each month wins a prize of £100. Heroes must escape quickly; Thieves and Guards must collect Gold. In addition to these prizes, the computer will award free play time to characters who collect more than a certain number of Gold Pieces (the Gold required will vary from month to month and character to character).

☎ 0898 10 10 50

Calls cost 33p per minute cheap, 44p per minute all other times. The Slaughterhouse can be played on ALL TYPES of telephone.Some callers may find that dialling a '1' will exit from the game and suspend the call. This occurs at BT exchanges and is not a fault of the game system. If you experience a problem, please call again with a touch-tone telephone. If you need more information send a stamped, self-addressed envelope to Computerdial, 7 Leapale Road, Guildford, Surrey GU1 4JU, marked "Slaughterhouse".

ZERO 20



Leap onto page 45



Cruise to page 28 for our cover game... and a corpse!

GAMES LIST

More games covered than any other fishing magazine.

REVIEWS

PREVIEWS

ZERO

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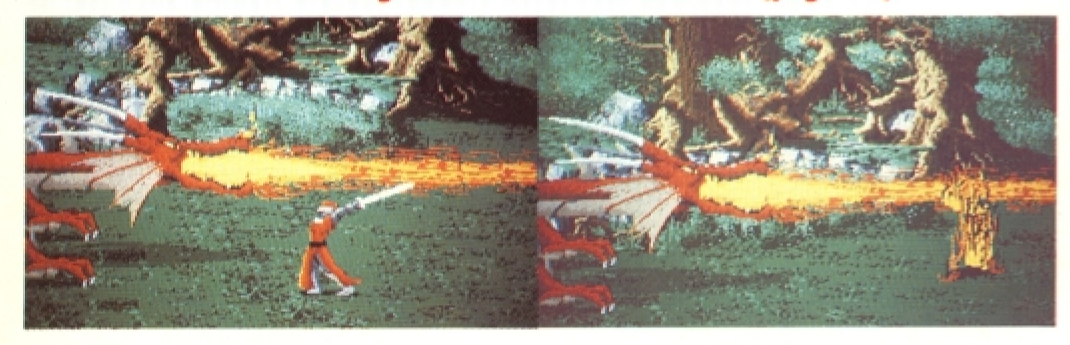
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ABC 53,634



COVER PHOTO: Julian Hawkins. Jewellery by Ratners. Modelled by Fergus at Ugly.

At last – the all-new bio-degradable hero. Just add heat (page 19).



*Probably.



A NEW DI
SOCCER SI

- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

* Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.
* 1 to 4 players option. (Amiga and ST only)
* 2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (stamina, pace, etc.) and skills (passing, shooting, tackling, etc.)
* Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.
* Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.
* 9 types of corner kicks with full control of shot power. Long and short throw ins.
* Team selection from a squad of 16 with substitution and a choice of tactics.
* League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.
* Facility to view, edit and save the Action Replays and create a Golden Shots disc.(Excl. IBM & CBM 64)
* Facility to load Player Manager teams and tactics for a single or league game.
* Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
AMIGA USER INT - The best computer game ever **97%**
THE ONE - Ultimate soccer simulation. **96%**
THE ACE - Brilliant. Buy, Buy, Buy. **930.**
AMIGA FORMAT - Best footy game to have appeared on any machine. **94%**
ST FORMAT - What a game! Gem to play. Magic. **90%**
C & VG - Championship winning material. **95%**
GAMES MACHINE - Probably the best sports game ever. **92%**
COMMODORE USER - No other footie game can touch it. **90%**
AMIGA ACTION - Surpasses all other football games. **93%**
POPULAR COMPUTING WEEKLY - Nothing short of brilliant.
NEW COMPUTER EXPRESS - Computer football event of the year.

AMIGA & ST £19.99 EXP. AMIGA £24.99
IBM (AT & XT Turbo, EGA & VGA) £24.99
CBM 64 - SPECTRUM - AMSTRAD £9.99, £14.99





An International class player takes charge of a third division club as Player Manager. His brief is simple -**Bring Back The Glory Days.**

His success depends on his playing skills on the pitch and managerial skills in devising winning tactics, aquiring the right players from the transfer market and building a team worthy of the highest honours.

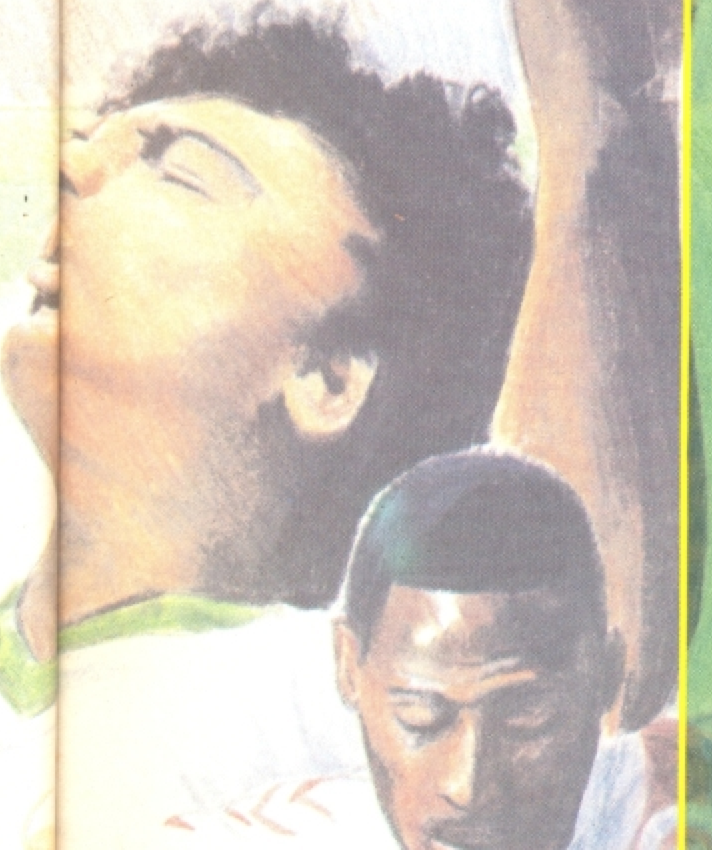
* Unique facility to design and implement your own tactics.
* Over 1000 individual players, each with a unique combination of attributes and skills.
* A lively transfer market. Haggle for the best deal.
* 4 division league and a cup tournament with sudden death penalty shoot out.

The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

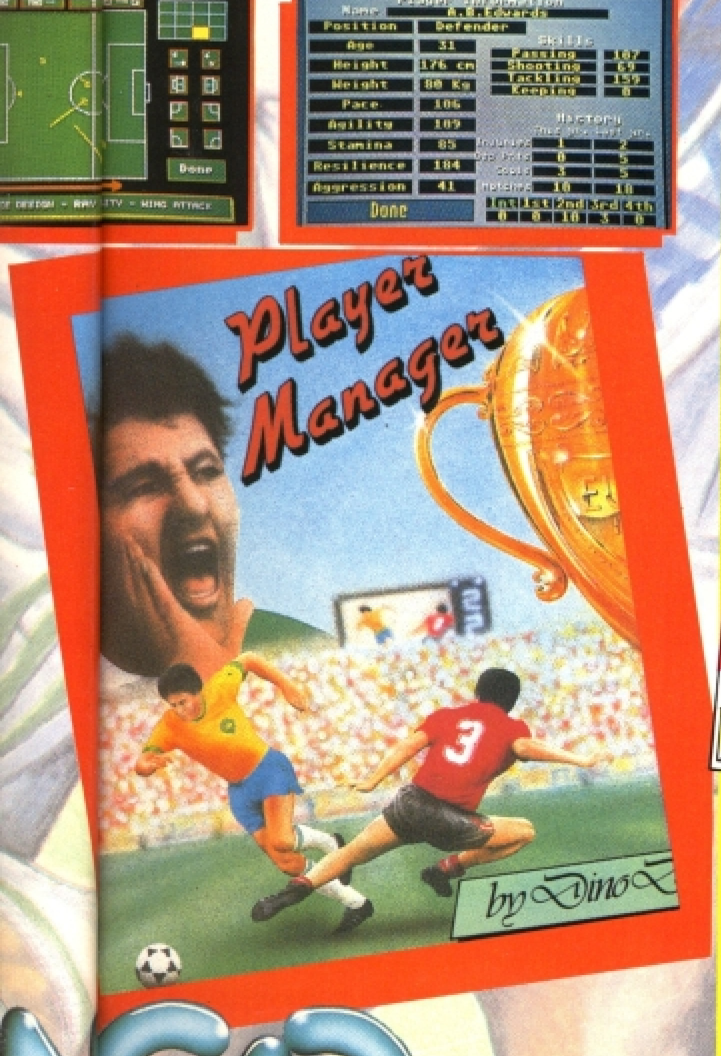
ST. ACTION - A stroke of pure genius.
THE ONE - An exceptional football management simulation, Astounding depth. Most involved, rewarding and playable.
THE ACE - Successfully blends challenging soccer management with frantic end to end arcade action. **920**
NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.
COMMODORE USER - At last a management game that requires true management skills - a winner. **94%**
ST FORMAT - Brilliant. **93%**
AMIGA FORMAT - Enthralling and addictive. **93%**
ZZAP - Best football management game ever written. **92%**

AMIGA - ST £19.99

DI:ENSION IN
: S/IULATIONS



e. 94%



THE FINAL WHISTLE
Amiga - ST £12.99 (Rel. Nov.)

Raises the skills required and gameplay of KICK OFF 2 to new heights.

Two extra kits.
Look at any player stats. (attributes and skill) before selecting squad.

Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots.

Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick.

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Linesmen and referee on the pitch.

A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

4 new pitches - Wembley - Icy - Muddy - Non-League

And Lot's More

WINNING TACTICS (£6.99 - Rel. Nov.) - A collection of tactics for use in Player Manager or KO2 with full explanations.
RETURN TO EUROPE (£9.99 - Rel. Dec.) - Three European cup competitions. UEFA cup - European Cup - Cup Winners Cup.
GIANTS OF EUROPE (Rel. 1991) Best teams of Europe on one disc.



Draft specifications. Subject to changes without notice

ANCO

ANCO SOFTWARE, UNIT 10, BURNHAM TRADING ESTATE, LAWSON ROAD, DARTFORD, KENT.
TELEPHONE No: 0322 92513/18 FAX No: 0322 93422

FROM CRUISERS...



From the creators of Sherman M4

A.D.S™



screen shot from AMIGA

It's World War II – the naval forces of the world are waging war in fierce and unrelenting sea battles... You must command the destroyer and succeed in beating naval and air forces in 15 challenging missions.
ADS is a stunning sea-battle simulator using 3D technology.

- 40 page manual includes detailed maps of the combat zones together with historical and technical information.
- Adjustable difficulty level will suit all levels of player.

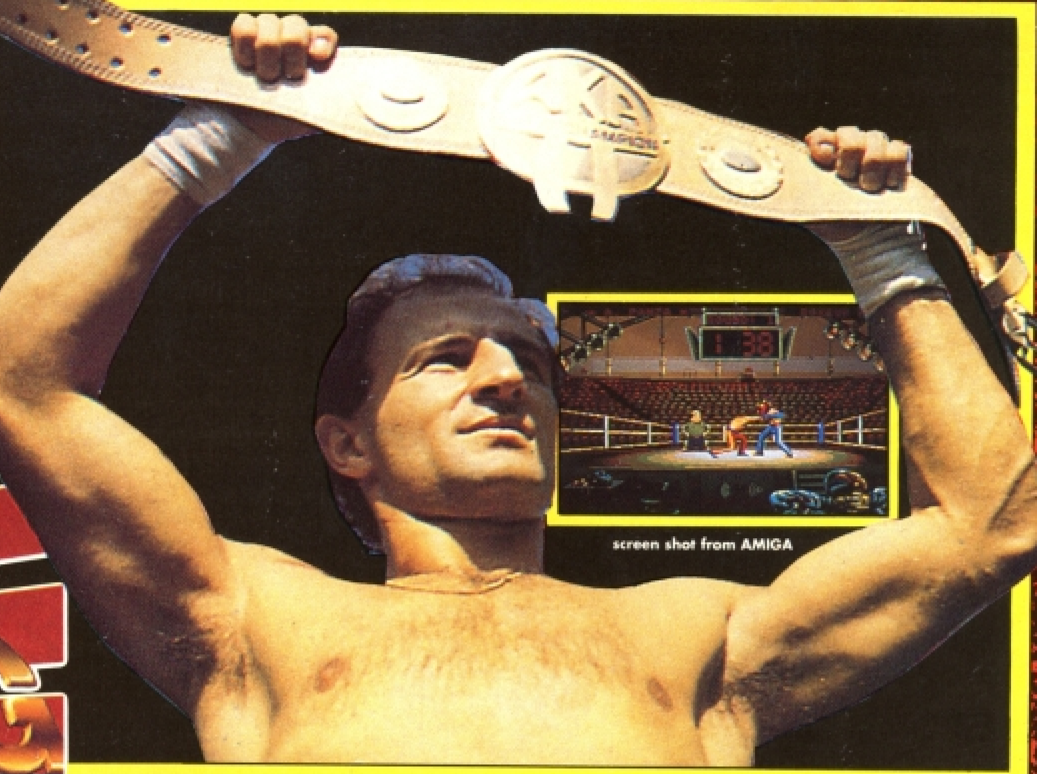
...TO HEAVYWEIGHTS

PANZA KICK BOXING

Extraordinary realism captured after 2 painstaking years of filming the master of kickboxing, Andre Panza, in breathtaking action. World Kickboxing Champion and three times European French Boxing Champion, Panza has endorsed this superb sports simulation.

- Incredible graphics, digitised from studio filming of Panza himself.
- VCR mode: record your fights and replay them to learn from your mistakes or check out your opponent's tactics, using the easy-to-operate VCR mechanism.
- Play against a friend or choose one of the 8 computer opponents, each with their own personality, characteristics and skill.





screen shot from AMIGA



Atari ST, Amiga & PC (EGA, CGA)

Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications



CONSOLING ACCOLADE

Hot off the press is the news that Accolade is set to launch a 16-bit console label entitled Ballistic. The firm has decided it's ready to move into the console market and will be releasing titles for the Mega Drive, Super Famicom and Turbo Graphx. First to appear, in May, will be *Hardball*, the first 8-megabit sports game to be released on the Mega Drive, which will be followed by 12-megabit *Star Control* in June. Let's hope they'll both be the dog's ballistics.

NEW RAY OF JOY?

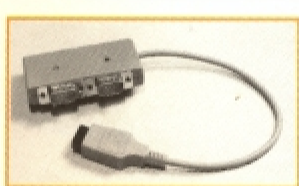
Evidently greatly influenced by Jacques Cousteau, Spectravideo's Logic 3 has just released a new joystick brother for the Stingray, going by the equally amphibious sounding name of Manta Ray. Fortunately, the company is taking an assertive stand by claiming it is "quite probably the most comfortable joystick known to man". Apart from being a rather queer shape, the Manta Ray has three buttons strategically placed enabling you to fire using the index and middle fingers or thumb. The standard Manta Ray will retail at £12.99, the auto-fire at £14.99 and Nintendo and Sega versions at £16.99. Let's hope it doesn't leave you all fingers and thumbs (ho ho).



AYE AYE CAPTAIN

He's greener than our pizza-scoffing turtle chums, cleaner than Cliff Richard and has taken America by storm. Who he? Captain Planet, of course, who should be gracing our TV screens as you read this. And what's more, Mindscape is planning to release the game of the superhero cartoon later in the year. Captain Planet and his five merry, er... planeteers will feature in an ecologically sound romp, ridding the world of pollution, wastefulness and hopefully Michael Heseltine.

A STICK IN TIME...



Isn't science wonderful? Now you can dispense with all those niggling little hassles like plugging and unplugging devices whenever you want to play against a chum and use two joysticks – thanks to the Roboshift. This automatic switch allows a mouse and joystick to be plugged into the same port on an Amiga or ST and you'll be able to switch freely between the two devices at the simple touch of a button. The Roboshift is available from leading Amiga and Atari dealers and could well come in handy, unless you haven't any friends, of course.

MICROIDS INVADE PALACE!

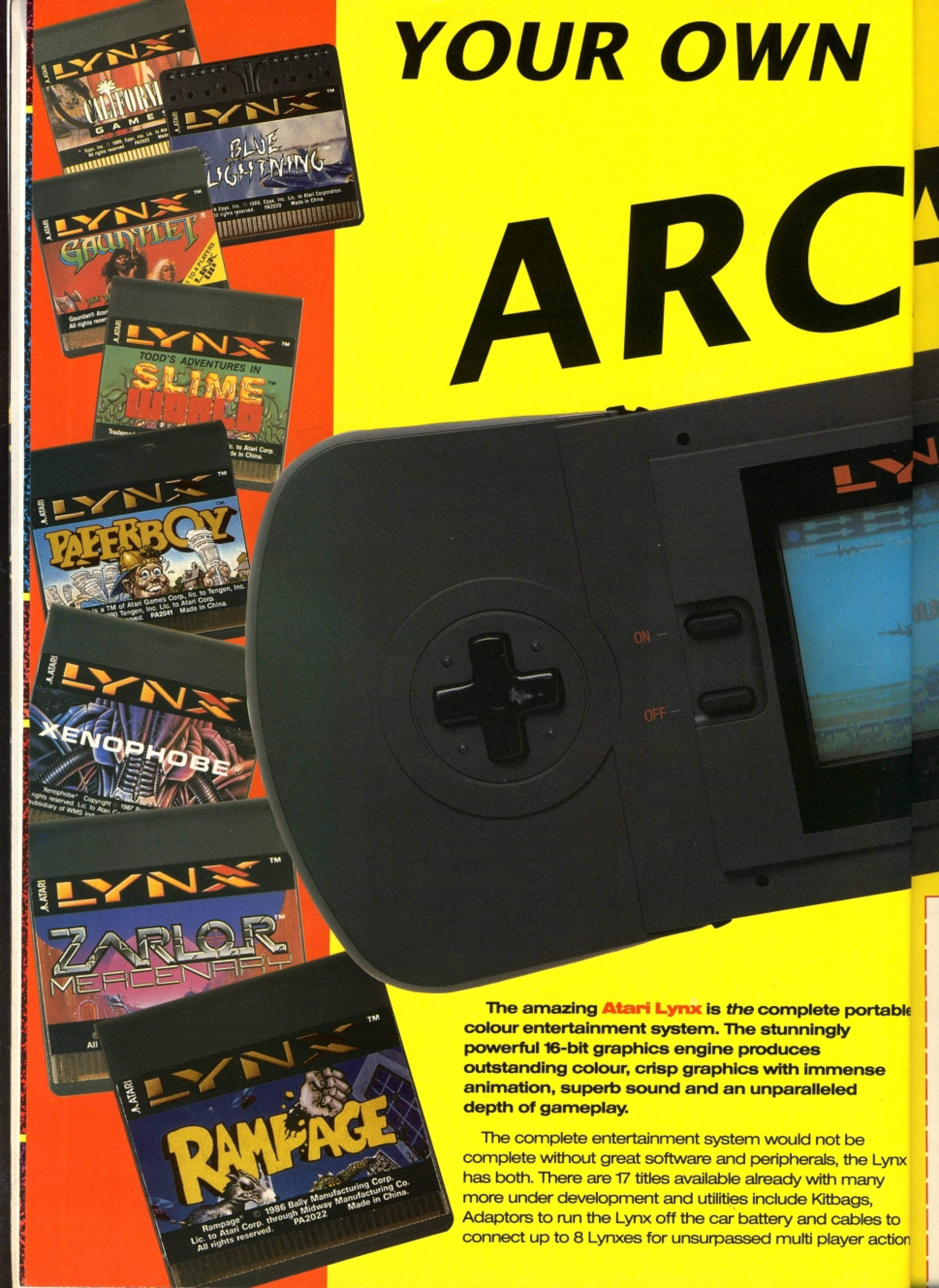
Remember the Palace Software team looking mad as hatters whilst going for the 'Frainch' look in last month's Oi? Well Palace has just contracted French development team, Microids, perhaps in the hope that they'll soon be able to model French knickers. Microroids former hits include *Grand Prix 500* and its first products out on the Palace label will be *Swap*, a puzzle game, and an arcade title by the name of *Sliders*. Both should be available by the end of June on all formats. Two more games will be released in the autumn, after which the deal between the two parties will be reviewed. We look forward to the photos.

FAIR PLAY

The 11th All Formats Computer Fair is to be held at the New Horticultural Hall in London on Saturday May 18th. Admission will be £3 and the fair will open between 10-5 pm. As is cunningly revealed by its moniker, all types of computers and software will be exhibited, swopped and sold but the organisers predict a particularly impressive showing of console, PC and Public Domain products. We can hardly wait.

ON THE GRAPEVINE

- Latest news from US Gold is that it's to convert **Sonic Hedgehog**, the console title that's completely bowled over the Japs and indeed anyone who's played it. Meanwhile, the new Indy game from Lucasfilm is to be titled **Indy And The Lost City Of Atlantis**. Like *The Last Crusade* before it, *Indy IV* will be published in two versions – an action game and an arcade adventure.
- Novagen's resident genius Paul Woakes, the geezer behind *Damocles* and *Mercenary* has just finished his new title. It's called **Encounter** and is a reworking of a title he first produced back in 1984. It's a 'high speed 3D arcade action battle simulation' and it's in the shops now.
- The release of System 3's **Last Ninja III** has now been put back to June. System 3 told Grapevine that the game will be completely different to *Last Ninja 2* and *Last Ninja The Remix* ... er... except for the name, um... and the hero and er...
- Thalion briefly visited Grapevine the other day to show us its latest project. It's a flight sim based upon the **Airbus 323** civil airliner. The emphasis of the title is on flying between major European airports relying largely upon computer aided navigation. Rumours that Thalion would include a one in ten chance of a 'near miss' situation are completely unfounded. Ho hum.
- You can tell Summer's with us, can't you? Two tennis titles are in the offing, including Mindscape's latest addition to its 4D Sports Range, **4D Sports Tennis**. Not to be outdone Simulmondo has a 3D Tennis title up its Italian designer wear sleeve.
- Empire, the folk who brought you *Team Yankee* and *Gazza 2*, (hem hem) has just announced it's to convert the Taito coin-op **Volfied**. Expect it in June.
- Graham Ink and the *BSS Jayne Seymour* team are currently coding a game for Gremlin by the name of **Utopia**. It's a sort of *Sim City* game based on the moon. Your objective is to build a utopian society, of course. Expect it in September.
- Latest news from Bröderbund is that it's to publish a sequel to the brilliant *Prince Of Persia*, erm... titled **Prince Of Persia 2** at the moment. More to follow as we hear it.
- Domark has announced that it's to release a Sega version of **Prince Of Persia** in addition to converting the fab Taito arcade game *Super Space Invaders* (remember we reviewed it under the moniker *Majestic Twelve* in *Dosh Eaters* December 90?). This little number is scheduled for a release in November on Sega, Amiga and ST.
- **Cadaver – The Pay Off** is the latest title to come from those lovable Bitmaps. It comprises four new levels to be added to the original title, boasting houses, temples caverns and taverns – about two hundred rooms in total for just £14.99. And it should be available mid-May.



YOUR OWN
ARC
LYNX
CALIFORNIA GAMES
BLUE LIGHTNING
GAUNTLET
TODD'S ADVENTURES IN SLIME WORLD
PAPERBOY
XENOPHOBE
ZARLOR MERCENARY
RAMPAGE
Rampage® © 1986 Bally Manufacturing Corp. Lic. to Atari Corp. through Midway Manufacturing Co. All rights reserved. PA2022 Made in China.
ON
OFF
The amazing Atari Lynx is the complete portable colour entertainment system. The stunningly powerful 16-bit graphics engine produces outstanding colour, crisp graphics with immense animation, superb sound and an unparalleled depth of gameplay.
The complete entertainment system would not be complete without great software and peripherals, the Lynx has both. There are 17 titles available already with many more under development and utilities include Kitbags, Adaptors to run the Lynx off the car battery and cables to connect up to 8 Lynxes for unsurpassed multi player action


CADE!
LYNX
OPTION 1
RESTART
FLIP
OPTION 2
ATARI
PAUSE
FROM £79.99
Please send me more details about the Lynx, its peripherals and other Atari products.
NAME
ADDRESS
POSTCODE
Atari Corp UK Ltd, Atari House, Railway Terrace, Slough SL2 5BZ
LYNX
Electrocop
GATES OF ZENDOCON
CHIP'S CHALLENGE
RoadBlasters
KLAX
Ms. PAC-MAN
SHANGHAI
RYGAR
ROBO-SQUASH
ortable
se
e Lynx
any
s,
es to
action.


GO WiLd!
TOKI
No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!
The arcade sensation by Fabtek Inc. is now available for your micro.
ocean
SPECTRUM . AMSTRAD CARTRIDGE
COMMODORE CARTRIDGE
ATARI ST . AMIGA
OCEAN SOFTWARE LTD, 6 CENTRAL STREET, MANCHESTER M2 5NS.
TEL: 061-832 6633, FAX 061-834 0650

GET YOUR ROCKS OFF


Wooaaar, look at that. The first Neanderthal beefcake.

Exclusive levels of *Chuck Rock* and *Zone Warriors* and a complete game. Why are we so good to you? Answers on a postcard please.

CHUCK ROCK

Core Design/Exclusive level/ ST and Amiga

Chuck he is a caveman
With feet that really smell,
Chuck is all in misery now
'Cos Gary's nicked his gel.

So Chuck he grabs a leaf skirt
And wraps it round his tum,
Then goes out to rescue Ophelia
And kick Gary up the bum.

You must've heard of *Chuck Rock*
That fabbo game from Core,
Now on the front of ZERO
You can have a little more.

A special exclusive level
Through which our hero trogs,
ZERO with a cover disk
It really is the dog's.



CONTROLS

Chuck is joystick controlled, Port 1 on ST, Port 2 on the Amiga.

Left: Move left
Right: Move right
Up: Jump
Down: Duck
Fire: Belly butt/throw rock
Up + Fire: Kick
Down + Fire: Pick up or drop rock
ESC: Quit
P: Pause
Space Bar: Select music or sound fx

HINTS

Use rocks as weapons, steps and protection.

If underwater keep an eye on Chuck's face on the panel. When the face is blue Chuck starts losing energy.

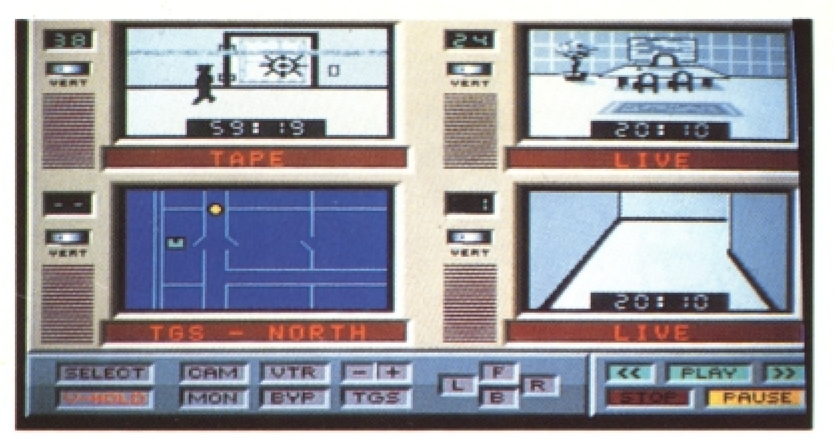
HACKER II

Complete Game/ST and Amiga

Ever wondered what a hacker does? Ever been confused between a REM and a DIM? Ever been embarrassed by the phrase POKE and wondered why none of ours work? Well now's your chance to find out. ZERO has given away, courtesy of Activision, a spiffing complete game on both ST and Amiga called *Hacker II*.

The game starts with you logging onto a computer when the US Government interrupts your fun (as governments tend to, *boo-hiss*) and 'requests' your assistance in breaking into a suspect security system. There then follow two familiarisation screens. On the first of these you must identify the component parts of the security network. The second teaches you which control icon does what (i.e. if it asks you to select a camera you click on the select button). These two screens are *not* tests, they are to familiarise you with the controls. Then it's into the game proper.

We're not going to give away too much about what you do, that'd spoil the game. A couple of hints; use the cameras to map out the building and then guide your droids to the filing cabinets. And that's it. What do you want, spoon feeding?



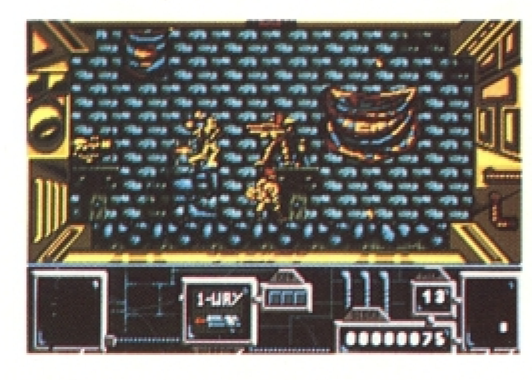
ZONE WARRIOR

Electronic Arts/Playable Demo/ST only

Zone Warrior is a multi-directional platform game in which you pit your wits and weapons against the evil Geeks. These Geeks appear in many forms and in five different time zones and are about as harmless as a nuclear reactor.

Fortunately you are not Joe Public (loving husband of Anne Public), you are a genetically engineered Zone Warrior tooled up with more weaponary than you could shake a disarmament treaty at. So killing's no problem. And to add a bit of romance to this cauldron of violence there are damsels to rescue.

Electronic Arts has put together a level of *Zone Warrior* exclusively for ZERO (check out the banners in the game). The level is lifted from the medieval time zone and is a tantalising teaser of what's to come. Shoot and fight your way to victory and then wait for the final version.



CONTROLS

Joystick left/right: guess!
Joystick up: jump or go through door
Joystick down: crouch
Fire: Fire current weapon
Space Bar: Select different weapon
Help: Shows map of level (provided you've found map sections).

DISKONTENT



If your disk won't load, DON'T PANIC. Bung it, along with an sae (Preferably padded), into another envelope and return it to ZERO DISK RETURNS, 24a White Pit Lane, Flackwell Heath, Nr High Wycombe, Bucks, HP10 9HR.

NB: *DO NOT* RETURN DISKS TO US AT RATHBONE PLACE. (Honestly, can't you lot read?)



Stuff Mystic Meg, Patrick Walker and Russell Grant – stick with us if you want a real glimpse into the future. Let's just stare into the big ZERO crystal ball and... oooh, look... we can hardly believe our eyes...

MYTH

Now how do we approach this preview? Do we go on about how fabulous *Myth* was on the 8-bit? Do we describe it as 'an imaginative combination of mythological puzzle and action packed beat 'em up'? Do we go on to explain how it picked up oodles of awards? Or do we just make lots of rather childish puns on the word myth? As serious computer journalists serving a sober-minded readership, there is only one choice. Let's see... make no mythtake you'd be be silly to myth thith mythological mythtery from Myth... sorry... Sys...tem 3. Oh, enough of this childishness. *Myth* is soon to appear in16-bit form. It'll be a slightly revamped version of the original. Hopefully the basic scenario – a rush round various locations based on Greek mythology, attempting to outfight and out-think a whole host of monsters who look as if they've just stepped (flown?) off the set of *Jason And The Argonauts* – will remain unchanged.

● Available in the summer from System 3 on ST and Amiga, price to be announced.

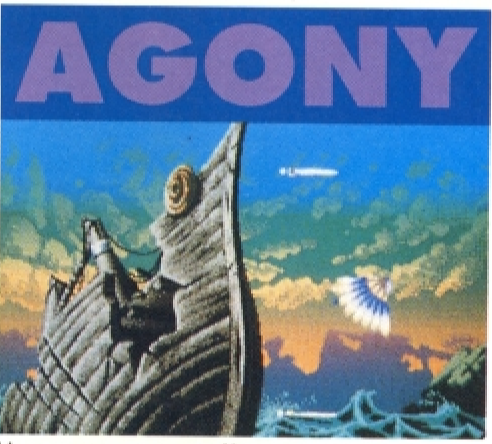




CHART

1. **P.G.A TOUR GOLF** Electronic Arts
2. **NAM** Domark
3. **LEMMINGS** Psygnosis
4. **SPEEDBALL 2** Mirrorsoft
5. **SUPER MONACO GP** US Gold
6. **SWIV** Storm
7. **BARD'S TALE III** Electronic Arts
8. **ACTION STATIONS** Internecine
9. **VIZ** Virgin
10. **SUPER CARS II** Gremlin

AGONY



Has anyone ever offered to tell you a secret? Your answer was probably "Oooh, tell me, tell me!" If, however, you're then told that first you've got to undergo a simple test (simple? Hah, pull the other one), you might be inclined to give up altogether. Don't, 'cos if you do, you'll miss out on the new game from the team who brought you the really rather excellent *Unreal*. With a screen crammed full of colours and up to 30 monsters at a time, an orchestral sound-track and ultra-smooth parallax scroll-ing, it's almost worth being killed for.

● Available in November from Psygnosis on Amiga.

EXECUTIONER

"Hi, Mr Emperor sir. Anything I can do for you?" "Yes. I want you to go and capture the evil Khan." "Fine, where is he?" "Er... somewhere in Eastern Universe 12. Just go and have a look round." There are five graphic styles (including Medieval, Aquatic and a Space Station) and an awful lot of planets to explore in Eastern Universe 12. Khan is out there somewhere – all you've got to do is find him.

● Available at the end of May from Hawk on ST and Amiga, price to be announced.





WAR ZONE

Great – a whole zone dedicated to war. No namby pamby civilians to get in the way here. Just like total exclusion zones, danger zones and No Parking zones, anything inside is a legitimate target. If it moves shoot it and if it doesn't, well it's probably dead already. A 1990's version of the wildly popular *Ikari Warriors* with a lot of action, danger and mayhem and not a traffic warden in sight.

● Available at the end of May from Core Design on ST and Amiga, priced £25.99.

CONSPIRACY: THE DEADLOCK FILE

If most thrillers are to be believed, the security services have recently stumbled on a cunning way to solve major crimes. Rather than carry out their own investigation they frame, or allow to be framed, an innocent member of the public and then make inept attempts to pursue him. In order to clear his name this poor innocent has to solve the crime for them. Then they can shoot him and claim all the glory. This is the situation in *Conspiracy.* You play the innocent member of the public being pursued by the CIA against a background of 350 digitised images of New York City, taking you from Wall Street to the Empire State Building via some very dodgy docks and back streets.



● Available now from Accolade on PC, priced £29.99.

MERCS



Ex-US President taken hostage on African visit – shock horror! Hmmm, good news for most of us, but definitely bad news for... er... for the publishers who'd signed up his memoirs... and... er... well for his Great Aunt Nellie too. Enter a band of elite mercenaries, imaginatively nicknamed the Mercs, who are rapidly despatched to Africa to blow up everything that stands between them and America's former number one.

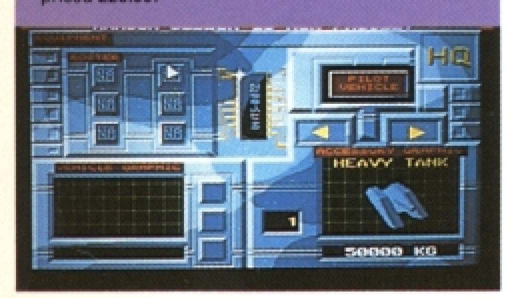
● Available from US Gold on ST and Amiga, priced £25.99.



ARMOUR GEDDON

If you're going out on some terrible mission against overwhelming odds, then you're hardly going to walk out the front door wearing nothing more than a pair of bullet-proof underpants. (Well perhaps you are, some people get their kicks in very strange ways.) *Armour Geddon* gives you the opportunity to fly, drive and die in an impressive range of vehicles (tanks, planes and hovercraft) with a range of weapons (lasers, missiles, bombs and the like) selected at the beginning of the game from the military equivalent of a Gratton's Catalogue. With all this firepower behind you and the security of properly-reinforced underwear, you can... well sort of 'kick ass', as our American cousins would say. Better still, if you're forced to retreat you can shout "*Armour Geddon* out of here!" Or perhaps not.

● Available now from Psygnosis on ST and Amiga, priced £25.99.



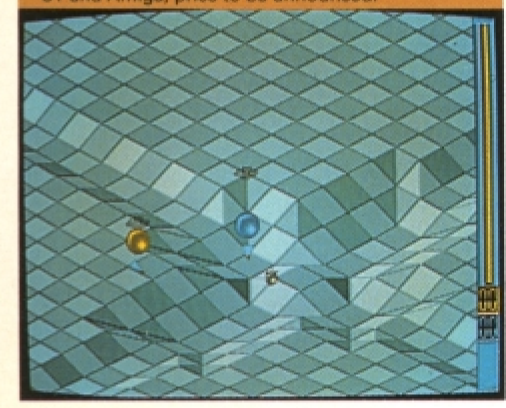


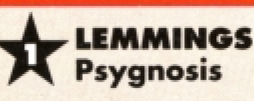


SLIDERS

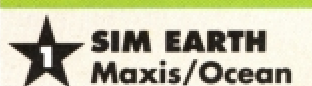
How's about this for a game category: "A competitive ball race strategic challenge". Blimey, they missed out 'adventure' but seem to have made a fair stab at covering every other style under the sun. Chasing a puck over twelve different fields, complete with humps and valleys throws up the chance that everything will fly into the air. In which case it'll be a 'competitive ball race strategic challenge flight sim'.

● Available from Palace at the end of July on PC, ST and Amiga, price to be announced.





1. **LEMMINGS** Psygnosis
2. **FINAL WHISTLE** Anco
3. **SPEEDBALL II** Mirrorsoft
4. **PANZA KICK BOXING** Futura/US Gold
5. **ELVIRA** Accolade
6. **TURRICAN II** Rainbow Arts
7. **SWIV** Storm
8. **VIZ** Virgin
9. **PRINCE OF PERSIA** Bröderbund/Domark
10. **MONSTER PACK** Psygnosis



1. **SIM EARTH** Maxis/Ocean
2. **WING COMMANDER** Origin/Mindscape
3. **A.T.P.** Sub Logic
4. **AIRCRAFT AND SCENERY DESIGNER**/Microsoft
5. **SPACE QUEST IV** Sierra
6. **EYE OF THE BEHOLDER** SSI/US Gold
7. **WONDERLAND** Virgin
8. **RISE OF THE DRAGON** Dynamix/Sierra
9. **FLIGHT SIM 4** Microsoft
10. **RED BARON** Dynamix/Sierra

Shipping charts supplied by the Virgin Computer Games Shop, Virgin Megastore, Oxford Street, London W1. Tel. 01-631 1234.

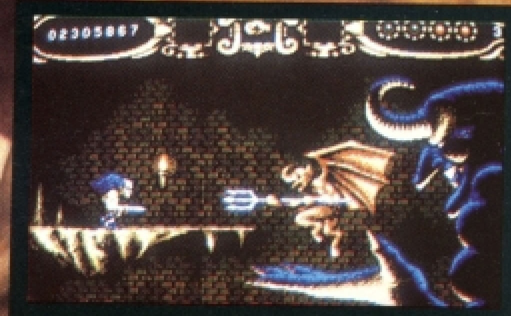
ALL THAT IS EVIL IS ALL THAT IS MYTH

MYTH
HISTORY IN THE MAKING

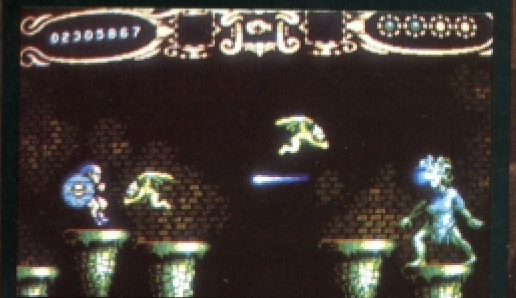
Magical tales of intrigue and mystery were spawned thousands of years ago, as the worlds civilisations believed that mythological Gods and demons carved out the way of the world. They were said to have dealt their own hand in the epic game of life and ruled with cast iron law and powerful sorcery.

Something has now gone wrong...
Someone must stop the spread of evil

YOU ARE THE CHOSEN ONE...



Another in the long line of award winning classics from the System 3 stable, Myth brings the magical mysteries of historic, demonic gods into the very heart of your home.



With a truly epic introduction sequence, this superb game will pull you through a new dimension of computer fantasy.

Available on:
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C64 Cartridge £19.99
Commodore Amiga and
Atari ST £25.99



System Three Software Ltd
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Harrow Middlesex HA1 2BQ
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Brilliant character animations have you jumping and slaying your way through a true award winning classic. Having scooped all the major awards on the smaller home computers, Myth looks set to emulate that success on the Amiga and Atari ST.



Letters, eh? And that's just what we have here – some of your letters. This month we opted for the 'random selection' approach. So here we go – and the first one out of the hat is...

BEYOND THE GRAVE

I would like to complain about an advertisement I found in last month's ZERO. It was advertising an '0898' number, and at the bottom of the page it clearly stated: "Ask your parent's permission before you call". As it happens I am 79 years old and my parents are dead. I feel that this is extremely unfair as I am obviously unable to call this number. I call this blatant discrimination.
Chris Preistley, Omner Hill, Oxford.

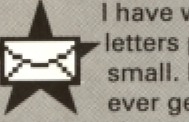
You obviously haven't been reading your News Of The World *colour supplement recently – but luckily I have! As usual (and don't ask me how she does it), Mystic Meg had the answer – and to help you in your dilemma I'll print the relevant segment of her column to save you investing in a* News Of The World *back issue:* "C.P. of Oxford. The piece of paper with our permission to dial '0898' numbers written on it is sellotaped underneath the toaster – Mum and Dad." *So there you go. Don't spend too long on the phone at peak rate, though.* **Ed.**

ANGRY FROM WILTSHIRE

As a reader of your magazine since the first issue, it's hard for me to believe that ZERO could do such a mean and irresponsible thing. I refer, of course, to *Crystal Tips* in the March issue. Long before Horrorsoft went under I ordered a copy of *Elvira*, so imagine my surprise to find a complete solution published over a week before the game was eventually released on the ST. My order has now been cancelled and, according to my dealer, so have a lot of others. Everyone makes a big issue out of pirated games, but this sort of thing does nothing to deter it and helps software houses to lose money, when a lot of people like myself would have bought it. I'm in favour of hints and tips after a game has been around for a while, but feel this was a bit over the top. Accolade has been informed of my views and I look forward to hearing what they think about this.
D. Clifford, Swindon, Wiltshire.

Honestly, some people. As I've said a million times before... "You don't have to look, do you?" Have you no willpower? When you were five and something scary happened on Doctor Who, *did you sit there and take it all in? No, of course you didn't – you hid behind the sofa and came out when it was finished! So do the same with cheats – pretend they're not there. And if you really don't think you can stop yourself peeking, you can always rip out the offending pages and burn them. (And then send in for a back issue once you do get stuck).* **Ed.**

RANT, RAVE, ETC



I have worked out why your letters page is so bloody small. It's because all you ever get for writing in is a flipping badge, or if you're very lucky – wait for it – a flipping ZERO T-shirt. Wow! For God's sake, wake up. Everybody's got about 100 T-shirts. And don't you think a badge is maybe a bit immature? At least give one piece of software for good letters. Some people put a lot of time into writing and a lot of effort as well. All you have to do is get people to write their computer format at the bottom of their letter. And, as far as I'm concerned, if you print this letter my badge is going in the bin.
Allan Brownie, Stoneywood, Aberdeen.

Whaddya mean "badges are immature"? Everyone wears badges or legends of some description. Mike Tyson has a large 'Mike Tyson' message emblazoned across the back of many of his jackets and dressing gowns for instance, and I bet you wouldn't approach him and call him a big baby woofter. Racing drivers too have badges stuck all over their overalls, as does Geoffrey from Rainbow. *And so on. There's nothing babyish about a badge. Oh, and congratulations are in order: your one hundred and first T-shirt is on the way.* **Ed.**

PHOTO CALL

I had to miss the World Outdoor Free-For-All Gonad Slicing Championships to write this, so I hope to God you print it. Firstly, let me say how I like the mag. I've been getting it since the pilot issue and you never disappoint me (well, almost never). But I have a question. Why don't you ever update the *Critics' Corner* photos? They never change. Tim still wears the SWAT cap and Macca looks as happy as an out of work prostitute. So what's going on? I did some issue-checking and they're the same photos that appeared in issue one. Are you the type of people with a 'one suit' dress sense, or are you just lazy gits? Please satisfy my curiosity. Oh, and could you make the mag a bit bigger?
Edward Whitfield, Lee Green, London.

As you may have noticed, your finger isn't quite on the pulse – the photos have *changed (except Duncan's, but then he really has got a 'one suit dress sense' as you put it... and he's a lazy git too, so well spotted). Oh, and regarding the size of the mag, if you check this issue against the last with a particularly accurate micrometer, you'll discover that we've increased the width by eight femto-metres.* **Ed.**

'L' PLATES

As a subscriber to your excellent mag I would like to congratulate you on what a bargain the subscription price is. Enough flattery, though. The reason I write is that I've just purchased *Falcon* for my Amiga. It's an excellent game, but please could you answer these queries:
1) Sometimes when I'm flying I hear a "beep beep beep" noise which I can't find in my book anywhere. What is it?
2) What does your wingman do? I've not seen him do anything except fly around in circles.
3) On the box it says "destroy the tanks" and "re-arm and re-fuel". How do you do this? And where are the tanks? And finally, what's on the mission disks one and two?
Anon, No fixed abode.

1) Oh dear. I'm afraid the beeping noise is your Threat Alert signal – which generally means you're about to be shot down. Try flying on Major level or above and you'll see what I mean.
2) Your wingman doesn't really do anything much, unfortunately. Mind you, he does make a rather good moving target that doesn't a) weave about or b) fire back – so I suppose he's good for something.
3) There aren't any tanks in the original game, but there are in both the mission disks (which are what they claim to be – i.e. different missions). Oh, and as for re-arming and re-fuelling I'm afraid you've got to land first. And it's not easy. **Ed.**

WRITE TO THE ED, ZERO, 14 RATHBONE PLACE, LONDON, W1P 1DE.
Star Letter winners receive a ZERO T-shirt!
All letters win a ZERO badge.



THE DEFINITIVE DEATH RACE
SUPER CARS II
...THE NIGHTMARE CONTINUES...
...Prepare to recommence motorised combat and do battle in the most brutal race of all. With a 1/2 player option, new weaponry, 20 new tracks including bridges and ramps to be jumped and improved graphics, Supercars 2 promises to be an even greater smash than the original Supercars.
Screen shots from Amiga format.
Produced by Magnetic Fields
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UNDER WRAPS

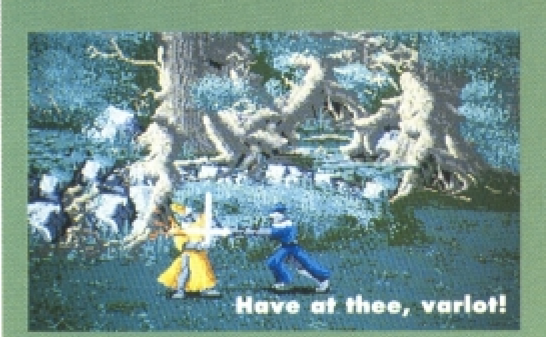
MIND BOGGLING!

Mindscape has been a busy little bee of late, hasn't it? What with its range of '4D' titles (if you call three games 'a range', that is). Anyway, not being the kind of company to rest on its laurels, it's currently in the process of getting together another couple of goodies – *Moonstone* and *D-Generation*. So we sent *Duncan MacDonald* along to see how things were progressing (which means you'll probably be none the wiser after reading this piece, but at least we're keeping the government's appalling unemployment figures down by one). Take it away Dunc...



Arise, sir John. Sir John? Sir John?

MOONSTONE



Have at thee, varlot!

A HARD DAY'S NIGHT

Just as I was getting used to Mindscape games being called '4D' this and '4D' that, some bright spark goes and confuses me by changing the company's policy. If I was them I'd have stuck to my guns and called this game '4D Quest For Moonstone' or something. Still, these things aren't down to me, so I'll shut up on the subject. (*Good. Ed.*) Anyway, it's putting the game in a pigeon-hole time – that genre generalisation moment that can paint (like a picture) a thousand words. And this is it: Role Playing Game ahoy. Slash and hack, magic and talk. There are swords, there's some sorcery, you'll meet Orcs and fight Dragons and may become friendly with dwarves. Basically it's a game for hippies, and as far as I'm concerned J.R.R. Tolkein has got a lot to answer for. Still, enough about the genre, enough about hippies, and onto what's going to be involved.

STAYING UP TILL FOUR IN THE MORNING.

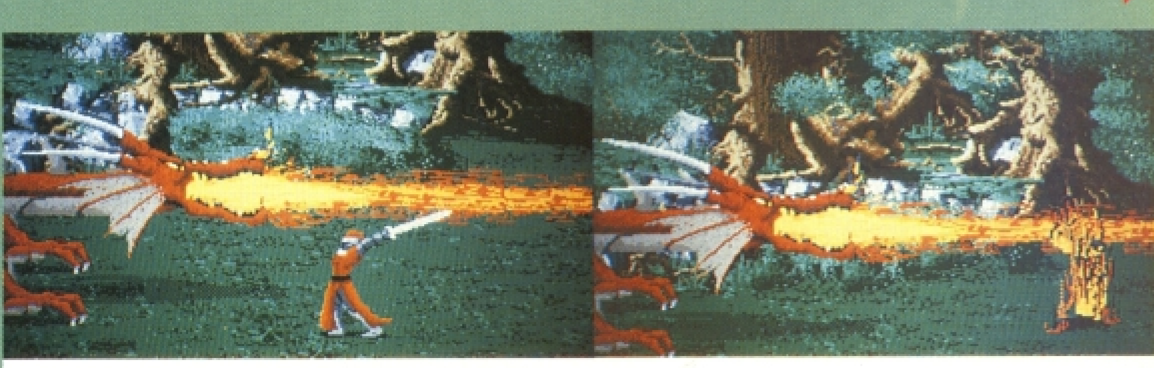
To ensure your personal involvement in the game, you initially have to set up your characters... well, character actually. All the statistics and stuff – you know, whether he's a pansy fighter but mean with the magic wand, or whether he's a sword-merchant with a penchant for macrami. That sort of thing. And you're not confined to the one character either, oh no, because up to four people can play. Or four hippies who never sleep probably, to be nearer the truth. *(I thought you'd stopped going on about hippies. Ed.)*

UP ALL KNIGHT

Yup. Intense personal involvement is the nature of *Moonstone's* gameplay. And here's the plot. You are one of four knights. And you've got a quest: you've got to find a Moonstone and take it to Stonehenge. But there's no travelling with a hippy convoy, sneaking past the police and daubing the ancient monument with paint involved (which would be a cinch), because these are medieval times, and you know what they were like – replace magic buses, coppers and Dulux emulsion with leg power, dragons and a cosmic gemstone and you should get the general idea.

FOUR PLAY

As I said, there are four knights involved. If your beatnik chums are busy listening to their Grateful Dead albums and you have to play alone, then the computer will control the others. Each knight comes from a different land: the Gold Knight from the Wastelands; the Green Knight from the Misty Forest; the Blue Knight from the Moors and the Red Knight from the Wetlands. Each of these four lands, vast lands as it happens, has its own



"That's the last time I'm taking you out for a slap-up Indian meal."

"Next time get the korma and leave the vindaloo to the real men."



A previous incarnation of Barbara Woodhouse teaches some dogs to "jump the hurdle". Better luck next time, eh.

The Woodhouse ancestor now attempts to teach the medieval 'stay' command. (With considerably more success.)

particular indigenous inhabitants. Not too keen on fighting Orcs? Then start in the land that the Trolls inhabit. Mind you, one territory is pretty much as unfriendly as another, so you'll probably be killed within eight femto-seconds, regardless of where you choose to begin.

GETTING THE MOONSTONE

It's a race really, because as well as the four knights there are four Moonstones as well, and they're all hidden somewhere in the Valley Of The Gods. But how do you get to the Valley Of The Gods? Well, first you've got to fight/magic your way through the territory you opted for at the beginning of the game. But once (or indeed, if) you reach the valley, how do you get in? Simple. How do you get through your front door? With a key of course, and there are four of these too – each opening a different Valley Of The Gods 'door'. So, add to 'slice, magic, run and hack' the words 'find hidden key and discover which door it opens' and you're even more on the case than you were a paragraph ago. However, behind each door there are a few surprises before you get anywhere near one of the Moonstones. But we can't give too much away, can we? Suffice to say 'here be monsters'. Or 'here be even more monsters', to be precise – nastier ones than you've encountered so far, no doubt. Still, seeing as you've made it



One of Norris McWhirter's medieval ancestors has been through here. The evidence speaks for itself.

through your opening territory, you've obviously picked up a lot of 'experience points' and 'fighting points', so you yourself are a meaner mutha than when the game began.

To aid you in your search for the keys, Moonstones and certain locations that have to be visited, there are text elements in the game: the old character-interaction sections, where you pick up clues from wandering mystics and the like. (Killing first and asking questions later does you no good whatsoever – although there is a sense of satisfaction to be gleaned if you're a total bast).

AND THEN TO STONEHENGE?

Well, if you do make it to the Valley Of The Gods, find a Moonstone, escape from the Valley Of The Gods and make it past the police blockades, barbed-wire fences and camera-laden tourists that surround Stonehenge, you've still got a problem. Each Moonstone is keyed to a different phase of the Moon – so after all that work you may be in the right place at the wrong time. Clot.



The final decision was 'below the belt'. The Blue knight sighed and changed his name to Aled Jones.

THE GAMEPLAY

Aaah. The gameplay. Tricky that, as the game really is in its early stages. Very early. The graphics are pretty spiff though, as you'll possibly have noticed. You may also notice that they're rather on the gory side – which'll appeal to everybody. Well, almost everybody. Fortunately for those of you who happen to be of the 'Perrier with ice and lemon please while I sit down, write poetry and press some flowers' brigade, there's an option at the beginning of the game which allows you to, and I quote: "turn the blood and guts off". It's probably going to be the least used option in the entire history of computer gaming (unless you count the 'Play Game' option in most CodeMasters titles). Anyway, time for some more screenshots to whet your appetite (unless you're a hippy, in which case it's probably pretty wet already). STOP

WHAT'S WHAT

TITLE	Moonstone
PUBLISHER	Mindscape
PRICE	Tba
FORMAT	Amiga/PC
RELEASED	September/October

D-G

This is the other 'in the pipeline' Mindscape game, and again I have to say that the '4D' prefix could have been applied. I'm a firm believer in continuity, and anyway 4-D D-Generation sort of rolls off the tongue. But I'll shut up and hit you with the genre. Well, genres really, to save a long, hyphenated sentence. It's an isometric maze game. It's a logic-problem brain-blender. It's an arcade/adventure with character interaction in a sort of simplistic Sierra text-interrogation vein. In fact, I'll talk you through the game in that order. But first, for scenario freaks, here's the story.

THE MULTI-STOREY OFFICE BLOCK

It's a skyscraper. It's where the whole game takes place. It's home to Genoq Biolabs, a company everybody thought was rather 'right on'. A company dedicated to furthering medical science and producing cures for the Black Death, Cancer or whatever other diseases mother nature intends to throw at us in the not too distant future. *(Another series of* Beadle's About? *Ed.)* Anyhow, it seems that not all was as it seemed. Genoq turned out to be slightly dodgy and was, on the quiet, working on weapons of war. But the weapons they were producing – semi-biological automatons of various descriptions – started to get out of control. They went on the rampage, and, to cut a long story short, the Genoq directors did a runner and decided to nuke the building to halt the outbreak before the public got wind of their naughty deeds. Problem. There are loads of people still inside. It's all a bit like *The Towering Inferno* without the fire – you play Paul Newman and have to dash about rescuing the hapless, trapped employees. In *The Towering Inferno,* Paul Newman started at the bottom and worked his way up. In *D-Generation* it's the other way round – you get dropped onto the roof and have to work your way down with the aid of a pulse laser. Anyhow, time for the breakdown of the elements as promised.

THE ISOMETRIC MAZE GAME

It's just that. Viewed from above and at 45° to horizontal, you have to find your way around, as the screen flips from one room to another. Things start

G ENERATION

off pretty easily but, as you progress interlinking corridors and the general layout of the rooms can add to your confusion. Do you go right first? Or maybe left? Nope, it's straight on as it happens, but you only find that out by sheer luck or by trial and error. So there you have the maze element, which leads us neatly onto the next category...

THE LOGIC PROBLEM BRAIN BLENDER

Aha. Logic. Something that some people aren't very good at (myself included). It all starts off easily enough but, as you will have guessed, things get tougher than, er... something that's very tough indeed. The logic problems come in the shape of doors (or vertically sliding barriers as they are here). In an ideal world, pressing a button would open a barrier. In a less ideal world, pressing a button would open one barrier while closing another. In a really un-ideal world (i.e. in the later levels of *D-Generation*) pressing a button opens the barrier you don't want to open and closes the barrier you do want to open, while simultaneously setting off defence mechanisms which shoot at you. Got the idea? But if you've got one of those grade A brains, there's always a way around these probs. If you, for instance, stand on an open barrier (so it can't close because of your weight) and shoot at an out-of-reach button with your laser, things may happen in a different order. The door you wanted to open opens. And that's just for starters. Some doors need keys – but are they where you want them to be? Not on your nelly. Non-MENSA members need not apply. But what about ...

THE ARCADE ADVENTURE

There are a lot of things to shoot and lots of traps to avoid. As the game is in the early(ish stages), I can only vouch for the first few levels of nasties, which aren't too tough. They mainly come in the form of NEOGENs, which are spherical hoppy things that try to bounce on you and swallow you up (like the thing out of *The Prisoner)*. In each room there's a production source for these balloons which can, if reached, be turned off – halting their emergence, resulting in a message saying "ROOM SECURED"and giving you time to think about what to do next. Actually, these NEOGEN's are the nub of the name of the game. You soon find this out as the adventure aspect of the game rears its ugly head. If you see a computer terminal, walk up to it and you'll log on. You'll get a message. The first one you read tells you to get the hell out of the building, but as you progress the information becomes more useful, if at times a trifle cryptic. Information can also be gleaned from the people you manage to rescue. Touch them and, after shaking your hand and thanking you, a multiple choice question-bar pops up:"What's your name?", you can ask or "What do you know about Genoq?". That sort of kit. Highlight one, click and you get an answer. I saved a bloke called Gary who told me that a geezer called Barthes, Genoq's main genetic designer, who possibly isn't human, designed the NEOGENs. He said the ones I'd encountered so far were A-Generations: about 10 years old and a bit crap. But he added that the B and C Generations were far more deadly – and that Barthes had just finished working on the fourth incarnation – the D-Generation. Oh dear.

GAMEPLAY? GAMEPLAY?

Fortunately, enough of *D-Generation* had been completed for me to be able to have a good old bash. And the gameplay, I'm happy to report, is smart. It's one of those addictive with a capital 'A' sort of a games. But then it's not finished yet, is it? Maybe after a certain level it'll suddenly become crap. How can I possibly tell? I know what I'll do, I'll throw a couple of dice instead. Wow – a four and a five. Er, nine. I'm not sure what that means actually. STOP
(Let's just wait and see, eh? Ed.)

WHAT'S WHAT

TITLE	D-Generation
PUBLISHER	Mindscape
PRICE	Tba
FORMAT	Amiga/PC
RELEASED	Tba

Blimey. A bit of a pickle. (Actually, this room's dead easy to get through – but to give you an idea of how hard the logic problems are going to get, multiply this one by about ten trillion.) Anyway, let's go..

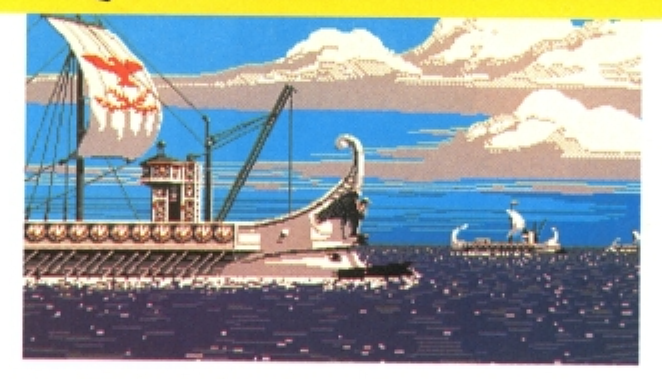


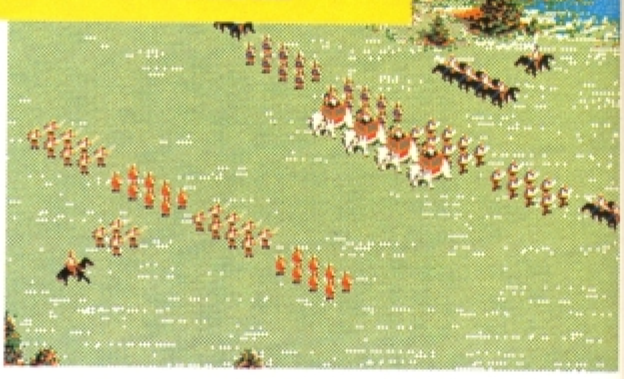
1 This button opens door A, so walk up to it, touch it and hey presto, door A will open.
2 This is door B. Hoorah. It's actually open.
3 4 5 These are hopping red things (i.e. NEOGENs) and they want to kill you.
6 This is a dustbin or something.

Door A's been opened, a bit of laser-work has dealt with NEOGENs one and two, but door B has closed.
1 Keep standing on door A and shoot at the button you touched a second ago.
2 Door B will reopen since door A can't close as you're standing on it.
3 A hopping red thing. You've killed its chums so now you're really for it.

So door B is open. What's next?
1 A celebratory drink of some type.
2 And now leg it down this corridor – but to get this far you've...
(i) Shot the final hopping red thing.
(ii) And, because you felt like it, the Dustbin (or something) has been taken out as well. (Mind you, sometimes there are hidden bonuses so it wasn't gratuitous violence.)

EVERY CINEMATIC ADVENTURE NEEDS BLOOD AND GUTS - CENTURION'S THE FIRST TO REQUIRE BRAINS AS WELL

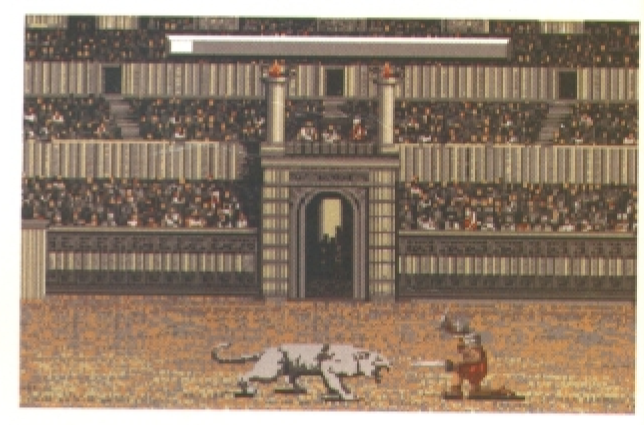












Up until now, so-called "cinematic adventures" have offered little more than a fair bit of action, a few pretty pictures, a couple of fairly convincing sound effects and a strategic challenge that wouldn't stretch the intellect of a gnat.

Now, from a new generation of games from "Defender of the Crown" designer, Kellyn Beck, comes "Centurion: Defender of Rome", the first movie game that allies stunning graphics with really challenging game play.

In Centurion, you must choose from an infinite number of ways to conquer the known world. Fight, bribe and seduce your way to the top: on the battlefield, in the gladiator's arena, on the chariot racetrack, even in Cleopatra's boudoir.

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IBM/ PC and AMIGA £24.99

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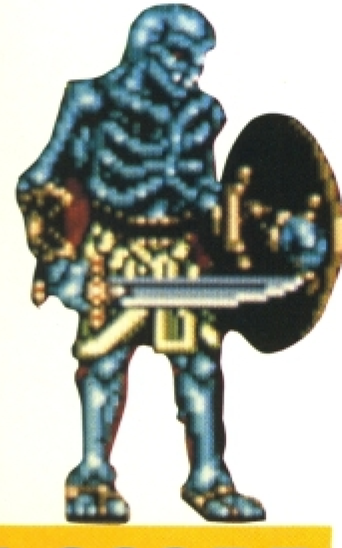
With a hey nonny nonny and a foll de roll de rol *David 'Folkie' Wilson* fastens bells to his socks, picks up a pair of cricket wickets and goes Morris dancing. *(Er... surely some mistake? Ed.)* Oops... actually that should read 'goes to the Electrocoin arcade to check out the latest coin-op releases'.

BIG KARNAK

The latest coin-op from Gaelco is *Big Karnak* – a view from the side, multi-scrolling arcade adventure set in ancient Egypt. You play said Karnak (no it's not a very Egyptian sounding name, is it?) He's a sort of muscley geezer with a dodgy haircut (*actually that's Egyptian headwear. Ed.*) and a penchant for taking Bangles records literally. His girlfriend has been pinched by a winged thug and, rather predictably, he's off on a huge quest to save her.

It's in the gameplay department that *Big Karnak* comes up trumps. He starts the game armed only with his fists till he's knocked over a baddie and can pinch his weapon. (*Sounds painful! Ed.*) There's a veritable arsenal of different weapons to be had, but you start with a simple sword. Never mind, this'll be enough to make a name for yourself as 'rather dangerous' in the skeleton and mummy communities. I really liked the bit where monkeys in the trees pelt you with coconuts. Using well-timed sword swipes you can whack the nuts back and knock the little primates off their perches! *Big Karnak* is Big Fun. (*Er... except without the three poofs. Ed.*)





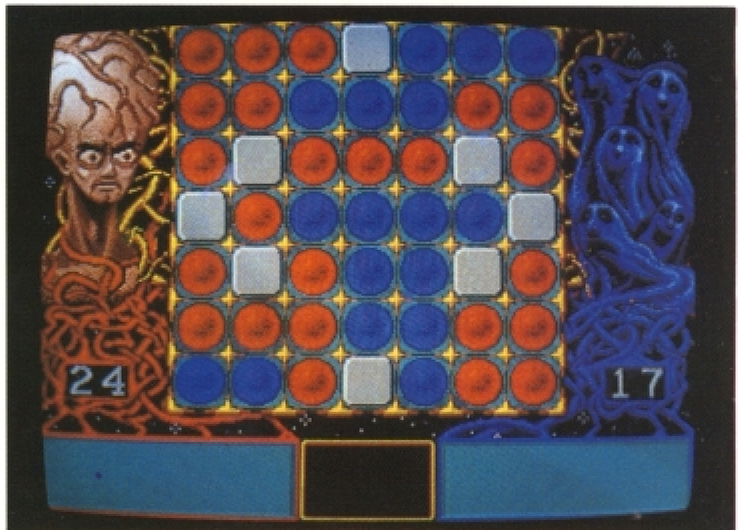
THE SCORE



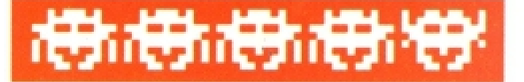
Hey, dude! What's the score, man? Er... well, it's rather simple actually. If a slottie is a birrova corker it'll score a hearty five invaders. If on the other hand it's rather crap-ola, then it'll score one invader. Urm, all the others that fall in between will get from two to four. Er... and that's it really. Oh, please yourselves then...

ATAXX MASTER

There's another puzzle machine sitting in the middle of the arcade and rather weirdly this one seems to be quite a crowd puller. It looks like a rather hi-tech version of the old board game *Othello* with round pieces of two opposing colours being placed on a board made up of squares. This board, however, has several squares that are occupied by blocks and possessing the surrounding squares gives you a tactical advantage.



You start a game with two counters each in a square of the board. Click on a counter, then on an adjacent square and it'll reproduce. Click two squares away and the whole thing'll move. If you place a piece next to an opponent's (either directly or diagonally adjacent), they'll then change to your colour. The object is to end up with your colour pieces dominating the board. All this and against a time limit too! Gad! The more money you feed the coin-op the larger your time limit, but if your time runs out and you're on top, you'll be given a free hundred seconds. Two players can play head to head, or the single player can take on each of five alien opponents, which appear on the side of the board and animate to curse or laugh in accordance with how they're doing against you (a bit like the opponents in *Shufflepuck Café* as it happens). Beat one and you'll move on (and up) to the next. It's a rather addictive little number and yet, like all the best puzzlers, it's such an incredibly simple idea. Well worth checking out.





RAD MOBILE

When it comes to rolling road racing games, Sega really is the dog's wossnames. Er... well it did do *Super Monaco Grand Prix*, didn't it? Anyway, here's its latest offering – *Rad Mobile*, the trans-America car racing game first seen at the Amusement Trades Exhibition at Olympia in January. There seems to be the usual array of cabinets available for this little number including the fully sit-down-able hydraulic number á la *Power Drift*, but I was content to play the upright. The new additions to this cabinet over existing racing games are buttons to switch on headlights and windscreen wipers(!) and of course there are stages of the game that put these to good use.



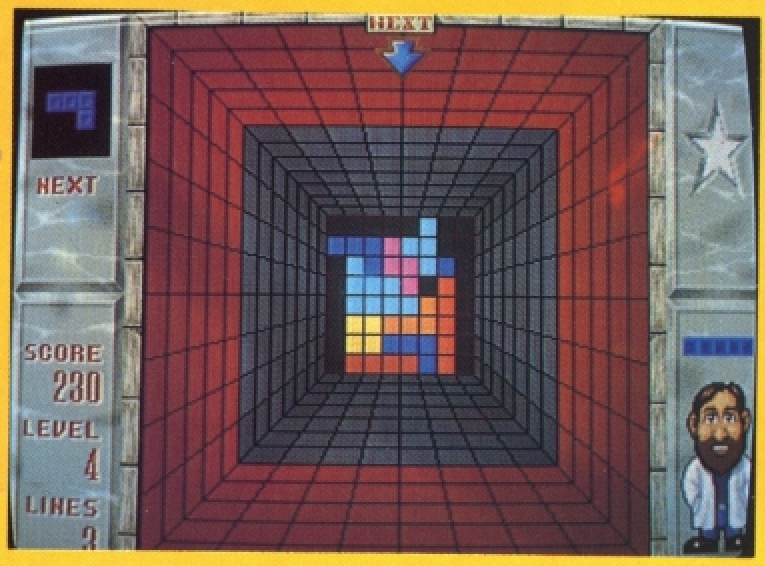
Take a look at the really neat features such as large stretches of high speed banking (best appreciated in the hydraulic cabinet) as well as huge undulating hills. There are also stages where you'll have to keep an eagle eye on your rear view mirrors for the 'County Mountie'. Getting arrested doesn't end your game, but it sure slows you down in the race against the time limit.

Rad Mobile is state of the art – okay, it doesn't give the thrill of *Race Drivin'* or *Super Monaco*, but it's still a pretty hot number by anyone's standards.

WELLTRIS

Er... well, what can I say? If you know the computer game from Bullet software, you'll know the coin-op. *(Why not assume they don't know the computer game then, beans-fer-brains? Ed.)* Oh. *Tetris*, Alexey Pajitinov's classic puzzle game was huge, whatever incarnation it appeared in. Dropped shapes that could be rotated and moved as they fell could be interlocked to form complete lines across the base of the playfield. A complete line would disappear, but leave any gaps and you'd have to start building on top. Run out of space and it was game over, oh... and the longer you lasted the faster the shapes fell. *Tetris* was (or should that be 'is') a timeless number that spawned a squillion copies. It also spawned *Welltris*, the official sequel, which takes the basic idea of *Tetris* and puts it into 3D.

Now you're looking down into a 3D, box-shaped playfield into which fall those familiar coloured shapes. They can now not only be rotated clockwise or anti-clockwise, but also moved so they fall down any of the four sides of the box. When they hit the bottom they'll slide in the direction of movement to interlock (ideally) on the opposite side of the box or against the last piece (whichever it hits first). *Welltris* in the arcades is pretty much the same and is the sort of game that makes buying a computer such an astute financial move – you can play it as many times as you like at home and be quids in!

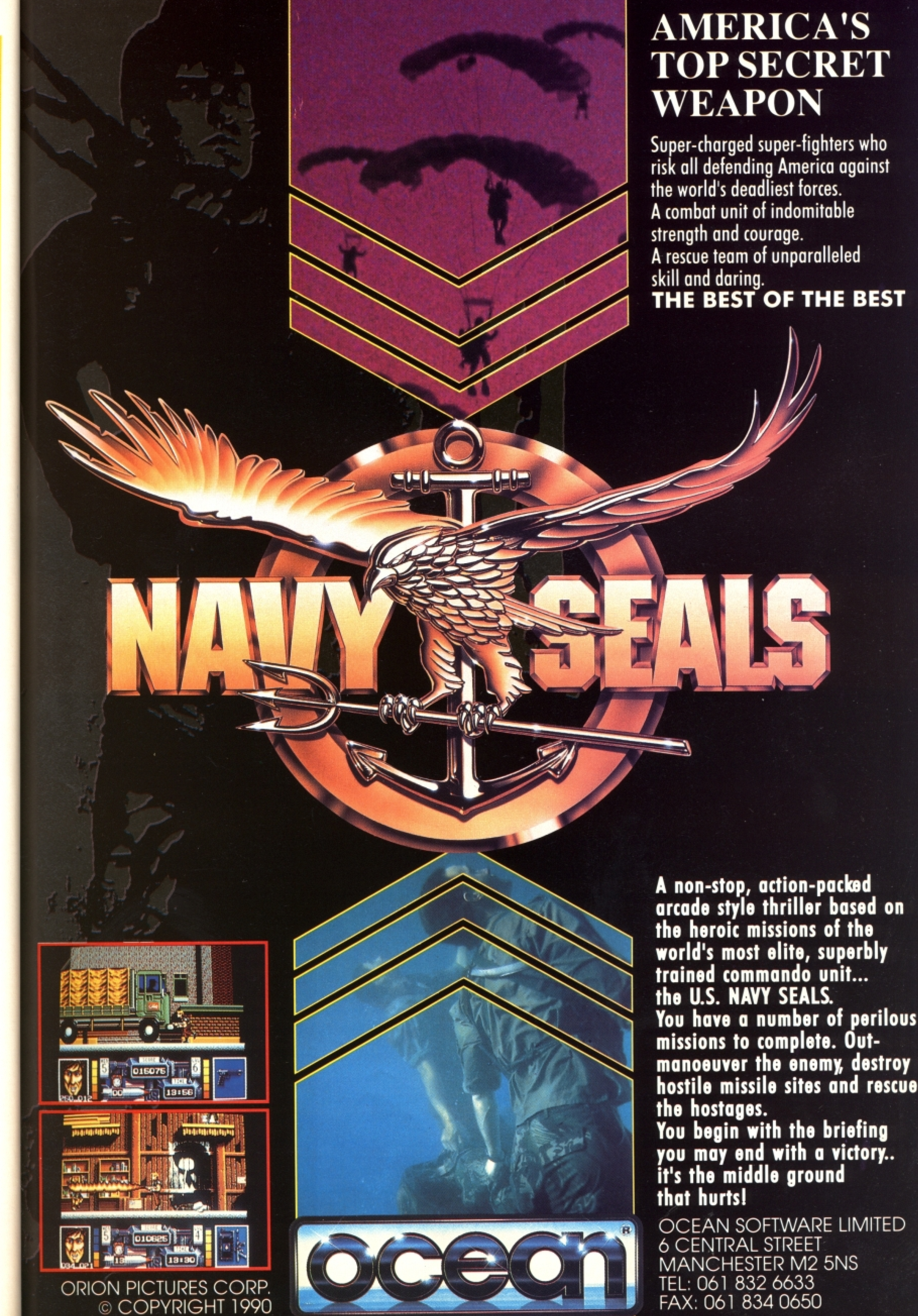


EURO FOOTBALL CHAMP



Tecmo's *World Cup '90* certainly seemed to have been one of the most successful slotties for yonks. Well, not to be outdone, Taito has now leapt onto the footie bandwagon with *Euro Football Champ*. This little number looks at first glance rather similar to the Tecmo title, but wait till you play it! It's an outrage. It's crossed the familiar one player against the computer or head to head football action with the more usual arcade beat 'em up action so that every match turns into a Man United v Arsenal-style punch-up.

Yep, as well as all the usual high and low shots and sliding tackles you've now got shoulder charges and off-the-ball punches – but make sure the ref's not looking! Oh, and talking about the ref, he's a fat geezer who you can also whack (with the ball this time rather than your knuckles) and he'll start doing pirouettes to rival Wayne Sleep! Even the photographers lined up on either side behind the goal mouth can be knocked flying with a well aimed shot! It's the sort of game that makes hooliganism look like flower arranging. Dreadful – especially since all the teams are supposed to represent actual European teams! But, er... I rather liked it, actually.



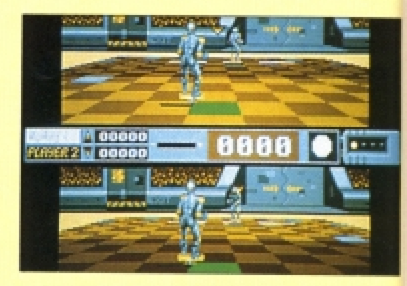
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TOP SECRET
WEAPON
Super-charged super-fighters who risk all defending America against the world's deadliest forces.
A combat unit of indomitable strength and courage.
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MILLENNIUM PRESENTS

STORMBALL

SPORTS SENSATION OF THE 21ST CENTURY

MILLENNIUM

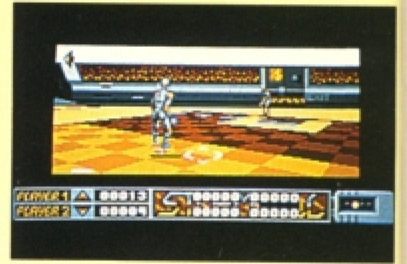


Split screen action shows you and your opponent locked in combat.

Vous apparaissez sur l'écran partagé, aux prises avec votre adversaire lors d'un combat.

Der gespaltene Bildschirm zeigt beide Gegner in Action.

Lo schermo diviso in due vi permette di vedere voi e il vostro avversario serrati nel combattimento.



You intercept and send a sizzling return back down the pitch for a winning play.

Vous interceptez le ballon et le renvoyez sur le terrain.

Der Ball muß geschnappt und blitzschnell in die andere Spielhälfte zurückgeschlagen werden.

Intercettate la palla e spedite una potente risposta verso il campo.

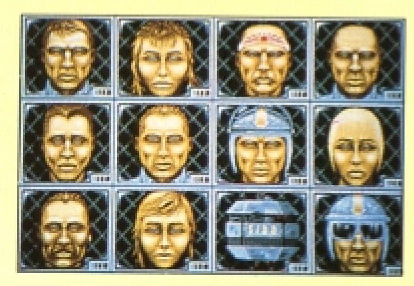


The stadium: in the blackness of night a point of light illuminates the sky.

Le stade : dans la nuit noire, un rond de lumière se détache et éclaire le ciel.

Das Stadion: Die Finsternis der Nacht wird durch einen Lichtkegel erhellt.

Lo stadio: nell'oscurità della notte una luce illumina il cielo.



The opposition: beat them and you could go top of the earnings league...

Les adversaires : battez-les pour pouvoir accéder aux gros salaires…

Die Gegner: Schlagen Sie sie, und Sie könnten zu einem Spitzenverdiener aufrücken.

Gli avversari: batteteli e passerete in testa alle graduatorie dei guadagni …



"Psst! ... want to place a bet on the game tonight , pal?"

"Psst!…tu veux parier sur le jeu de ce soir, mon pote?"

"Psst!… willst Du für das Spiel heut nacht eine Wette abschließen?"

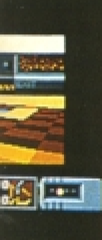
"Ehi, amico … vuoi scommettere su un incontro?"

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Telephone (021) 625 3366



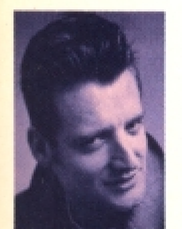




ZERO reviews

CRITICS' CORNER

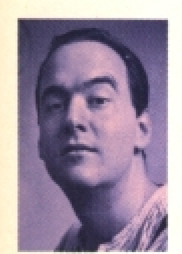
Being partial to the tasty fare of the Captain's table, the ZERO team decided to venture down to a lake in deepest Cornwall to soak in the sun and to fish in clear waters. The challenge laid down? Who could land the biggest catch...



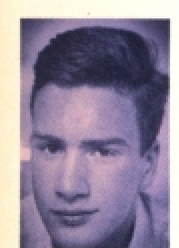
David Wilson: David's approach was a bit out of the ordinary. No rods for this boy – just a cheque book, a collection of dodgy photos and a few names and addresses. Strolling into the local fishmongers, he demanded that the shopkeeper hand over his whole stock for £5. The shopkeeper was just telling him where to get off when David interrupted: "It would be a pity if ZERO was to publish these rather unsavoury photos of a certain fishmonger and Nobby the seaside donkey, would it not?" Ten minutes later the ruthless Editor left the shop carrying a salmon, a shoal of mackerel and a cheque for £300 into the bargain.



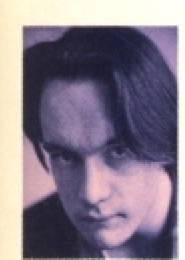
Amaya Lopez: Widely feared for her fiery Hispanic temperament, Amaya was not happy when she arrived. "What are all these nets for?" she stormed. "We're going fishing", replied the team nervously. "I'm not going anywhere near that river!" she screamed, hurling items of fishing gear at the unfortunate team. "I thought we were going flamenco dancing." The team looked worried at the approach of the obvious pun. "This morning you said we were going to cast-a-net!" "What an almost amusing pun on the word 'castanet' and Spanish culture in general," chorused the team as Amaya felled them with a fierce right hook.



Lord Paul Lakin: With his huntin', fishin' and shootin' background Lord Paul seemed a hot favourite to land a big catch. However the team were a bit surprised when, instead of the usual rods, reels and high breaking strain line he produced a beautiful wicker picnic hamper. The team looked on puzzled as he opened the lid to reveal smoked salmon sandwiches, pâté au foie gras, strawberries and cream and a couple of bottles of vintage Bollinger. "We're supposed to be going fishing," cried the perplexed team. "But this *is* how I go fishing," replied the toff, languidly brushing crumbs from his Eton boating jacket.



Jonathan Davies: Only David had 'caught' a fish so far, but at least JD seemed to be taking the competition seriously. He'd been sitting on the bank, in the shade of a weeping willow, since six o'clock that morning. "I like fishing," said the reclusive games reviewer, "it's so peaceful and relaxing." At that moment a mini-bus loaded with screaming Chelsea Pensioners on their annual fishing knees-up skidded to a halt. Soon the bank was swinging with OAP's drinking stout and chasing Salvation Army tambourinists. Jonathan put his head in his hands, slowly keeled forward into the water and sank without trace.



David McCandless: Aggressive and alarmingly dangerous games reviewer McCandless, the only boy in his scout group to win a badge for violence, was not impressed by the subtle image of fishing. "Wet scaley scum," he frothed amiably. "Goddam, stinking, bug-eyed, gulping filth!" Taking cover behind his amphibious assault vehicle he lobbed half a dozen grenades into the river. He then started pounding the lake with rounds from his MZ-13 Anti-Tuna Cannon, transforming the once tranquil surface into a horrific apocalypse of foam, blood and scales. "Anyone for grilled trout?" he cried, casually lobbing on the napalm.

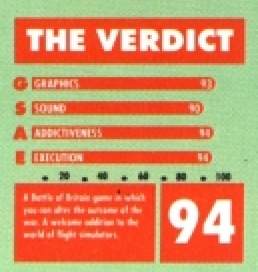


Duncan MacDonald: Several hours had passed and there was still no sign of Duncan. Then someone noticed a strange figure flapping down the road. Why was he wearing a lilly on his head and clutching a butterfly net? "Everyone else is fly fishing," said Dunc trying to sound cunning, "so I'll go butterfly fishing. They're bigger than flies so I'll win easily." With that he dived into the water. Soon there was a terrific tussle going on and Dunc jumped out onto the bank trying to pull the net out after him. Had he caught a huge salmon? A trout? A dolphin maybe? No, he'd caught a damp and rather miserable Jonathan Davies!



WHAT'S WHAT

How can you fail to be impressed by our dissection of the scoring system? Oh well, please yourselves.



Games are marked out of 100 on four criteria; **Graphics, Sound, Addictiveness** and **Execution**. The first three are fairly self-explanatory but Execution may need a bit of illumination. Is there anything amazing about the scrolling for instance? Are all the sections of the game neatly tied together, showing a lot of care and thought on the part of the programmers? If so **Execution** will score well here. If you can't be bothered with all that then the **Overall Mark** gives you an at a glance summary. Now if we've said it once we've said it a thousand times... this mark is not an average of the other scores.

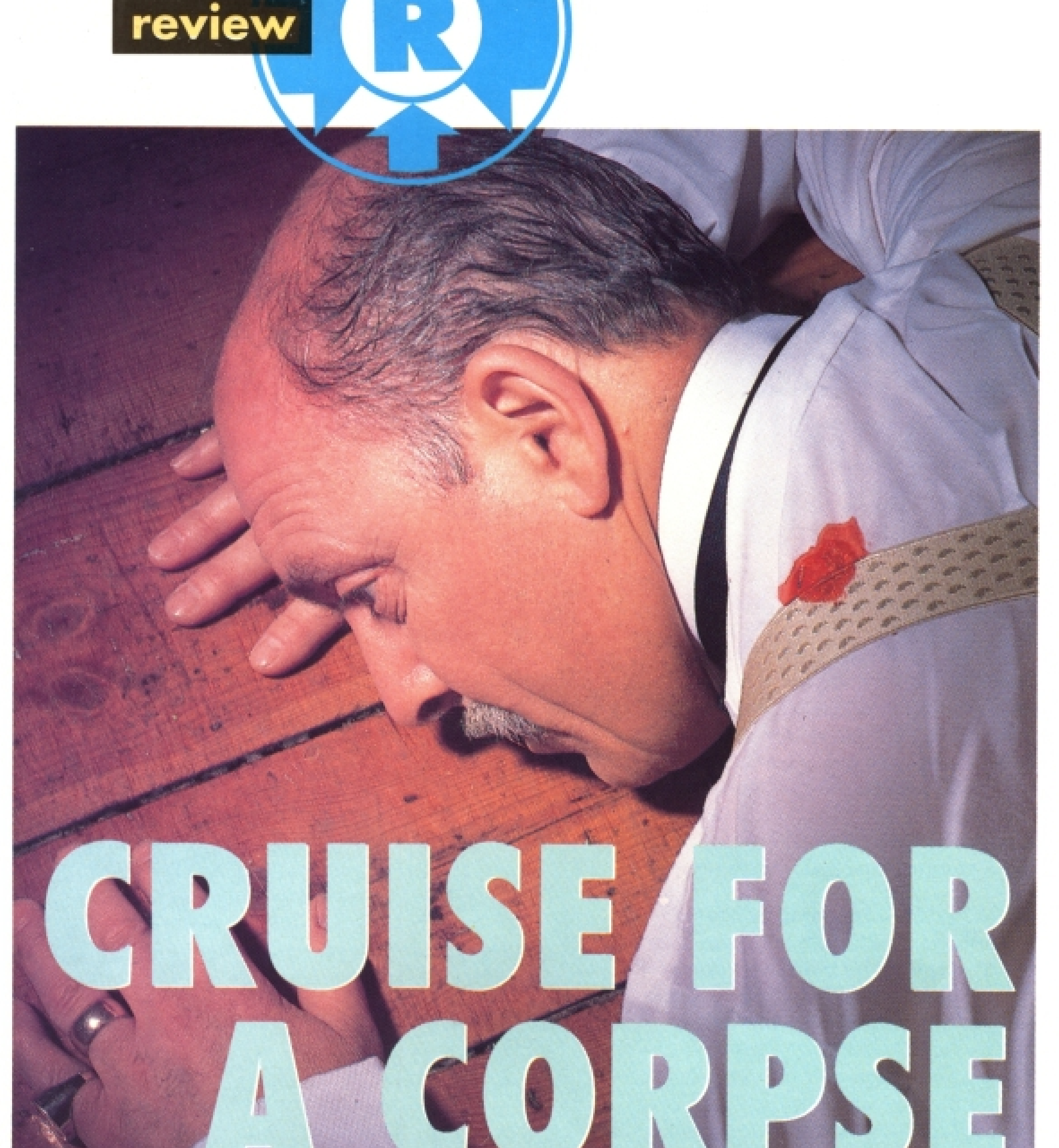
A game scoring 90 or above in the non-average Overall Mark department gets the sought after **ZERO HERO** award (which is a flash way of saying 'buy it'.) Separate from the other scores (but not unconnected to them) is the **HASSLE FACTOR**. Are there 400 disk changes every pico second? Do you have to go through a boring title sequence before restarting? Things like that score here and they're marked out of 10.

Each review also contains a **WHAT'S WHAT** box which is basically a box with information telling you... er what's what in relation to price, format and release date.

Well that's that for the main reviews but let's not forget the others. Firstly there's the **DÉJÀ VU** section. Here you'll get reviews of new releases which aren't actually new at all (because they're already available on other formats). Then there's the **SHORTS** section: a column devoted to a sprint through the best of the rest. The **PRICE IS RIGHT** section is where you'll find the budget games reviewed. They only get an overall score because they're um... well rather cheap actually.

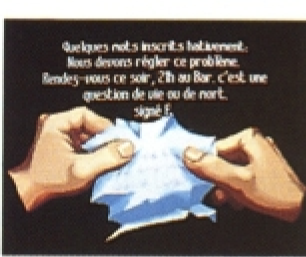






CRUISE FOR A CORPSE





For such a small company, Delphine has carved itself quite a large reputation in the computer gaming world with its classic titles *Future Wars* and *Operation Stealth*. Now it's trying to follow up this success with its latest title *Cruise For A Corpse*. It's another 'Cinematique' graphic adventure title very much in the mould of its predecessors, but this time the game system has been completely rewritten. (But more of that later.)

If you'll recall our *Underwraps* from February, the game is a detective story set in the 1920's. You get to play the French police inspector, Raoul Dusentier, who's received an invitation to a luxury cruise. No sooner has the luxury sailing ship set sail than the host – famous tycoon, Niklos Karaboudjan, is found face down with a knife in his back. Gad! Next thing, you and the crewman (who found the corpse) awake to find the intro sequence over and done with and the game proper about to start. You're all at sea –and so is the yacht (which means that the killer is still on board). It's up to you to search high and low for clues, and interrogate your fellow passengers and the crew, to get

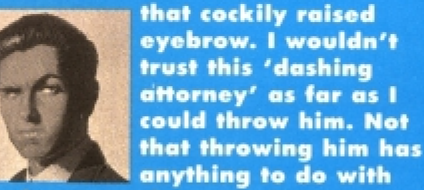
ZERO HERO

***David Wilson* couldn't believe it when he received a mysterious invitation, but, after one complete set of Linguaphone records, 36 hours hitch-hiking, fleeing an amorous lorry driver and losing his sleeping bag, he found himself in the French capital. His quest? To bring you the exclusive review of *Cruise For A Corpse* of course!**

WHAT'S WHAT

TITLE	Cruise For A Corpse
PUBLISHER	US Gold/Delphine
FORMAT	ST & Amiga/PC
PRICE	£25.99/£30.99
RELEASED	Out now/September

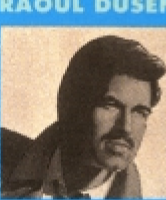
SUSPECTS AHOY!



THOMAS LOGAN Hmm, look at that cockily raised eyebrow. I wouldn't trust this 'dashing attorney' as far as I could throw him. Not that throwing him has anything to do with my interrogation technique...

ROSE LOGAN Rose's wistful look could betray a deeply violent psychotic nature.

FATHER FABIANI GUISEPPE It's definitely not this geezer. He's a man of the cloth. *(He's also a Mason. Ed.)*



RAOUL DUSENTIER Hold it! This has got to be the villain! Look at that shifty expression, those eyebrows that meet in the middle, that five o'clock shadow. Hang on, it's me!

REBECCA VIVIAN JONES KARABOUDJAN Blimey. I don't think a corker like Rebecca would be capable of murder. Besides she's only a bird, and rather an attractive one at that (hur hur).

SERGEANT MAJOR DESIRE GROSJEAN Erm, this fellow is kosher as well, gov'ner. *(He's a Mason too. Ed.)*

HECTOR THE BUTLER They always say 'the butler did it', but this one didn't, because he's a Mason (well, an ex-stone mason). What? Er... arrest that man.



DAPHNEE KARABOUDJAN With such outrageous dress sense, Daphnée could definitely be a suspect. Unless she's really a man undergoing the Mason's initiation test no. 146 (i.e. dressing in Nana Mouskouri wig and stetson and saying 'wibble' every half hour).

SUZANNE PLUM The professor's daughter. She's never seen without a glass of whisky so if you buy her a drink or two she might 'help you with your enquiries'.

JULIO ESPERANZA ALFONSO Y SOCA LAMBADA With a name like that, I'd keep a close eye on this geezer. (They don't have Masons in Spain.)

to the bottom of this heinous crime.

Being a rather top-hole detective, you did a bit of research before coming on the cruise and made a scrap-book of press cuttings on the high society people going with you. You get a copy of this in the box, as well as a rather attractive parchmenty map of the ship. It comprises four levels (or decks) and a total of 24 locations. Well alright, there are actually more locations than this but you'll have to find them *and* figure out how to get into them! Er, good luck!

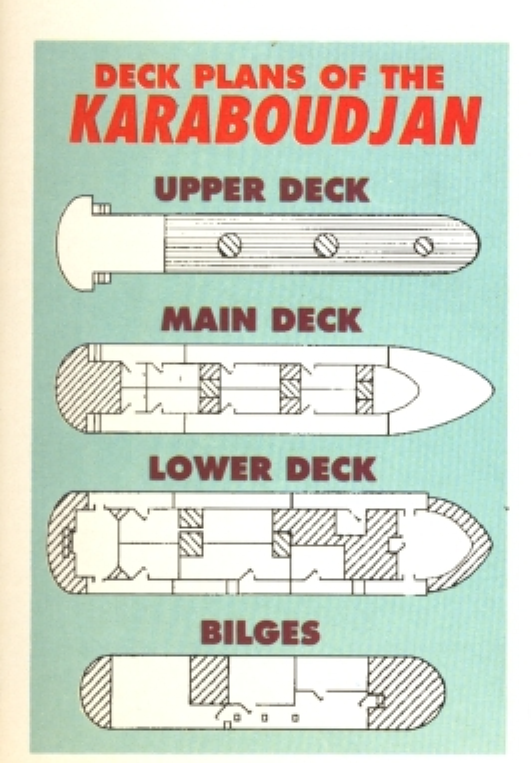
Fans of Delphine's previous titles may be excited to hear that the 'Cinematique' system has been rewritten from scratch. And... not only have the Delphine whizzkids come up with a complete rewrite (originally written on an ST and ported to the Amiga, it's now been written on the Amiga to take advantage of the hardware superiority, 32 colour palette etcetera) but they've also developed a rather spanking 3D vector engine. This not only allows for brilliant animated polygons moving about in perspective, but is also sufficiently memory-efficient to allow for enormous sprites and a 30 per cent increase in the number of frames of animation without interfering with graphics or sound.

Aha! Just as I thought, the new Dannii Minogue single...

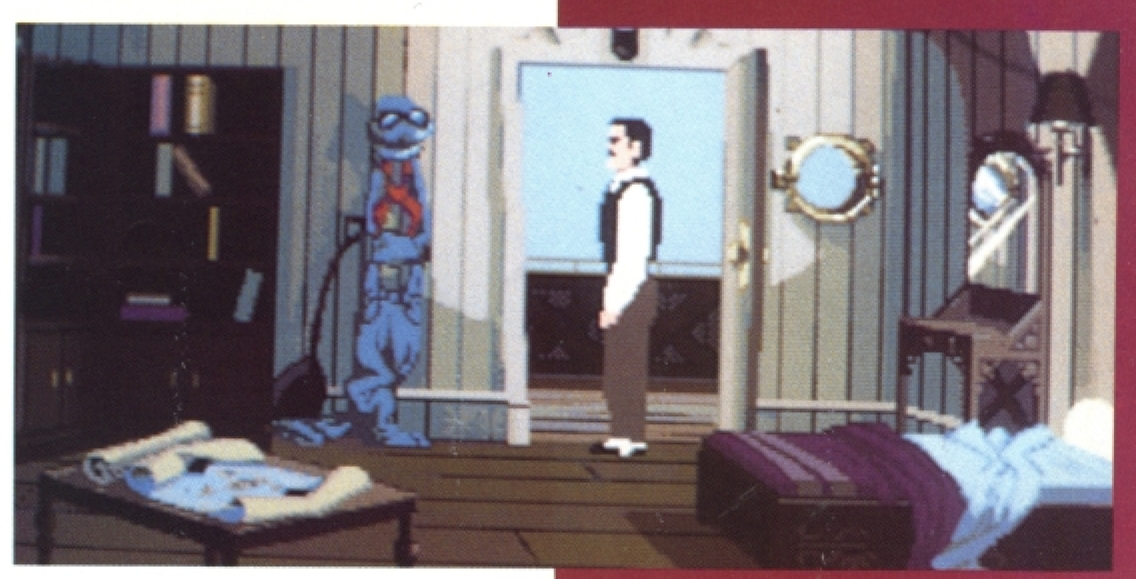
Pretty impressive, I'm sure you'll agree.

The whole game is controlled by mouse, either pointing out directions to walk in, objects to get or (via the right button) clicking on command verbs and nouns. The programmers have done away with the system of having 20 or so fixed verbs available to you for every instance (as in *Operation Stealth,* when you had to 'Operate Girl' – titter – to release the chick tied to the stone). In *Cruise,* when you click on an object and call up the verbs you get a list of options specific to that object. That means you get fewer verbs per object but more in total – and no danger of incongruous combinations. On the first screen you see a crumpled up piece of paper lying on the floor. Clicking on it will send Raoul over to pick it up. If you now access the verbs you'll be given option of 'Drop', 'Uncrumple', 'Make Into Origami Frog' etc. Choose to 'Uncrumple' and you'll find you've been given another option – the verb 'Read'. Hurrah!

Your main case is built upon the evidence gleaned from talking to the main characters. As one person mentions something, that thing will be added to your list of options to ask. Ask about an event in the past, and you could be treated to a flashback sequence rendered evocatively in black and white. Click on an object and you could get to see a close-up screen, or even an animated zoom sequence where you home in on said item. I never knew there was so much in it.



Hmm... Delphine is obviously trying to market *Cruise* from every possible angle. Here Raoul finds a *Teenage Mutant Hero* Costume.

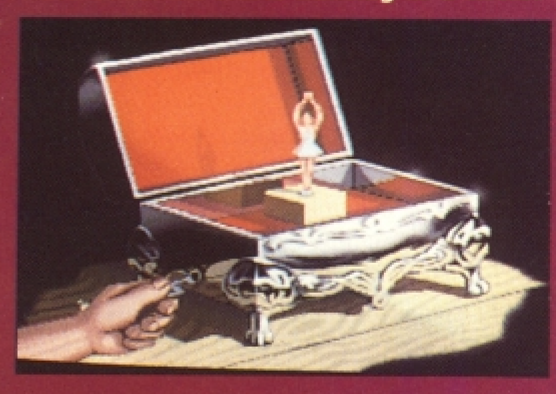


OPEN THE BOX

Here's an example of the close-up system in operation. I've found a box, a musical box. I've also found a key. By clicking on the box on the full screen I'll get to see this close-up screen. It operates exactly like a normal one.

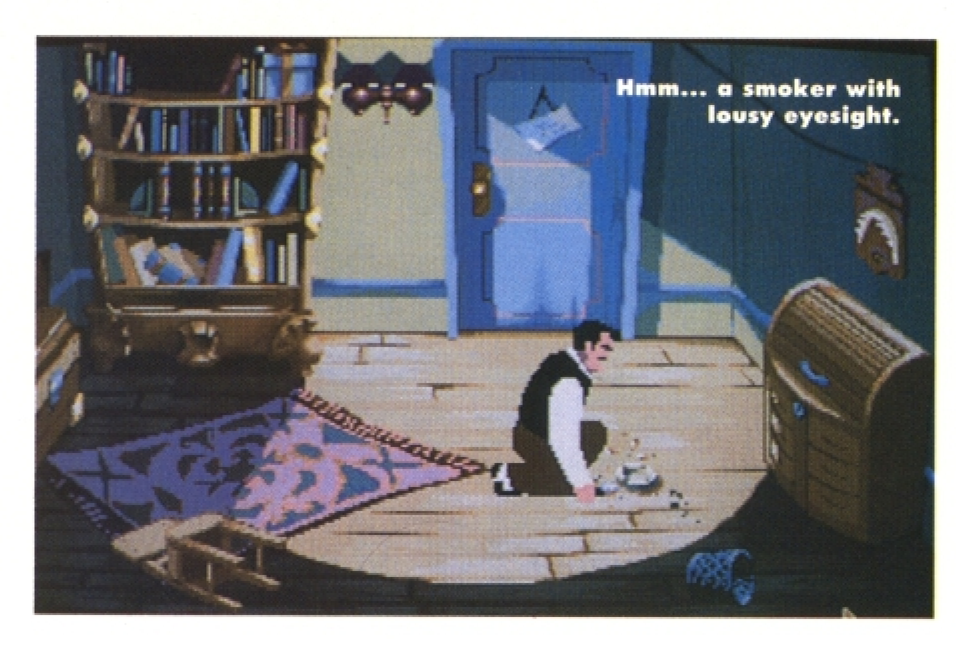


By selecting the verb 'Use', then the item 'key', you'll see this sprite-based animation sequence where your hand comes in, pokes the key into the slot and turns it. OOOH! Look at that! The little ballerina starts dancing in a circle.



This box must have something important about it. Let's see if I can take off the ballerina's dress. (Note the appearance of the close-up within the close-up.) *(Stop that at once you perv! Ed.)* SNIP!





Hmm... a smoker with lousy eyesight.

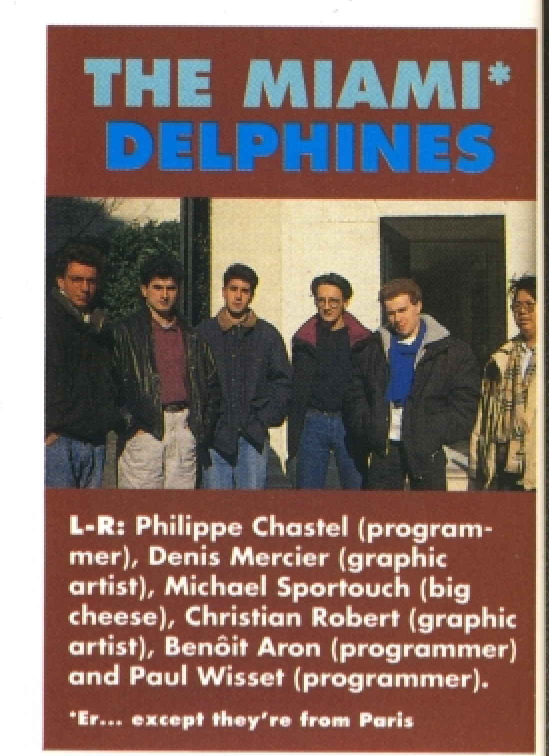
David: Quite a few software publishers could learn a thing or two from Delphine. Where some companies seem to place greater emphasis upon meeting release deadlines rather than ensuring the game is finished to an acceptable standard, Delphine would prefer to delay a game's release for yonks rather than release a duffer. The quality of previous titles has more than made up for the delay in their scheduled releases. *Cruise For A Corpse* is no exception.

From an animated intro sequence which wouldn't be too out of place in a Disney movie, to the animation, graphics and sound of the game itself, it's immediately evident that Delphine has come up trumps again. The central sprite is about twice the size of *Stealth*'s hero – "Oh-Oh," the more prudent amongst you will cry, "we'll have to pay for that with less memory available for fx, graphics, etc." Well, you won't. Since the *Underwraps* we showed you where Raoul and his shipmates were sprites, *Prince Of Persia* hit the streets. Delphine was well impressed, and freely admits to this title having influenced the coding of the embryonic *Cruise*.

The result of the new 'Cinematique' system has to be seen to be believed. Raoul moves about in a fashion that really does smack of *Prince Of Persia*. Added to this is the whole new perspective to the graphics (if you'll pardon the intentional pun). Remember the bit in *Operation Stealth* when John Glames walked from the back to the front of a screen? The screen was in perspective but the sprite remained the same size (i.e. he became a giant among men when standing in the background, and a Danny DeVito in the foreground). Well, with *Cruise*'s new system Raoul moves about in perspective too. (Check out the healthy outdoor sequence in Raoul Dusentier's casebook...) Come with me now, as I venture out on deck to appreciate the beauty of the game's presentation. With brilliant digitised sounds of wind, sea and creaking rigging, and rather excellent graphics it's enough to make even Captain Birdseye queasy. Not only do you see the sea and sky scrolling up and down, but there's also sideways movement in the clouds as well. In short, it's rather special.

Okay, so what about the game scenario itself? Well, it's a tad tricky to go into detail without spoiling it for you, but suffice to say the scenario is suitably complex in the best Agatha Christie tradition. Unlike *Stealth* and *Future Wars* – where your progression to new locations and the like was fairly linear, with Cruise you can visit most of the locations from the word go. On the positive side this gives you mucho freedom. On the negative side, if you're the sort of person who lives for new graphics, you may find this a bit of a downer. (I like it a lot.) You'll also find that characters wander around the different locations at whim. All of them seem to have a rather nefarious past, so it seems to be a case of eliminating suspects who couldn't have done it rather than deciding who had the motive. This is largely done by talking to the key characters on the ship and finding essential clues. If you're not keen on this style of gameplay, don't be put off – the game is so well honed you'll hardly even notice. The whole system is very user-friendly – there are red herrings, but when you actually do the right thing and start to make positive progress you'll see a clock advancing to signify that you're on the right track. There are numerous steps to solving the crime, but you can stumble across them in any order. The whole caboodle adds to a well impressive and very 'friendly' package, beautifully presented. Er... buy it.

THE MIAMI* DELPHINES



L-R: Philippe Chastel (programmer), Denis Mercier (graphic artist), Michael Sportouch (big cheese), Christian Robert (graphic artist), Benôit Aron (programmer) and Paul Wisset (programmer).

***Er... except they're from Paris**

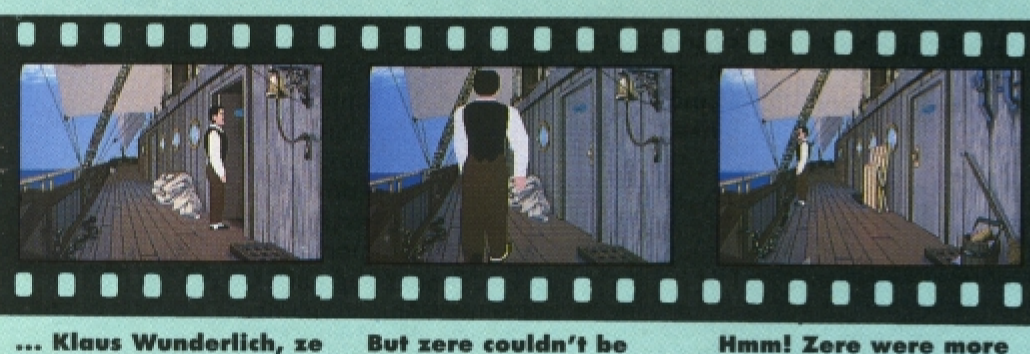
ZE CASEBOOK OF RAOUL DUSENTIER

CHAPTER XXVI. ZE CASE OF ZE MURDERED TORTOISE

Ah first came across ze murder victim when I was strolling on deck.

Ze poor tortoise had been cruelly nailed to ze wall.

I vowed to arrest ze callous culprit...

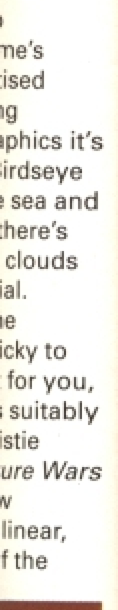


... Klaus Wunderlich, ze German tortoise murderer had just been released from prison.

But zere couldn't be any Germans on board – all ze sun loungers were free.

Hmm! Zere were more links to zis chain than first met ze eye...

GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
92	90	91	90	93



METAL MUTANT

Metal Mutant is the ultimate future battle machine, sent to the planet Kronox to search out and destroy the tyrant Arod 7. A miracle of future bio-technological science, Mutant can transform at any stage into three different robotic forms. Mutant has a huge range of different combat moves as he fights his way across Kronox. He fights not just tooth and claw but tooth, claw, missiles, rope, shield, whip, torpedo, battle computer and remote flying droid.

Metal Mutant is a science fiction exploration and combat epic featuring over 160 fully-bitmapped screens, 24 different combat moves, intriguing puzzles and more than 40 different enemies plus end of level guardians.

AMIGA · ST · PC





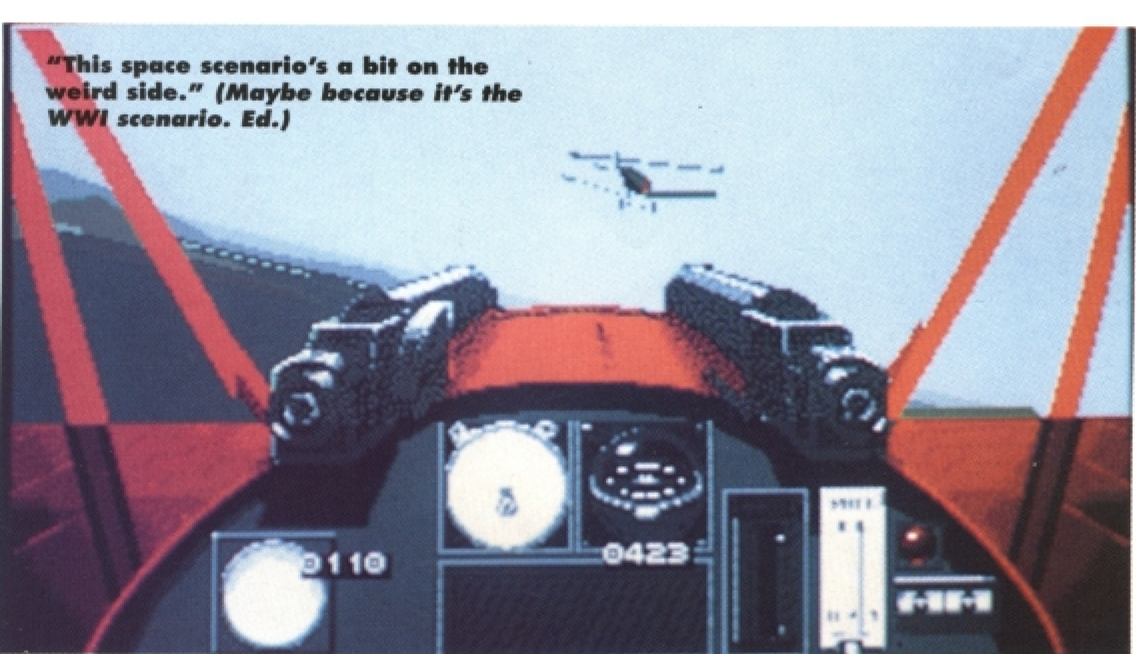
UNDER WRAPS

AIR DUEL

A Short Play By *Duncan MacDonald*. THE CAST: Duncan MacDonald as himself; Mr Moth as er... himself; Receptionist as the only person with a sense of direction.


"Activision HQ at last." *(It's MicroProse HQ actually. Ed.)*

Prologue: There was once in the pipeline a flying game called *Fokker* which was going to be brill and was to be released by Activision. It's time to concentrate very hard on the tiny portion of your brain that took in all the original information and clear it. Rub it all out. Delete it completely, because now things have changed. They've changed quite a lot – as a rather confused *Duncan MacDonald* found out.


"This space scenario's a bit on the weird side." (Maybe because it's the WWI scenario. Ed.)


"Aha! A WWI trench or something then!" (Nope, this time it's WWII. Ed.)

SCENE ONE
MicroProse HQ, Gloucestershire

Duncan struggles in through the 'out' door and approaches the rather amused receptionist...)

Duncan: *(Red faced.)* Er, I've come from ZERO magazine. I'm here to see *Fokker*.

Receptionist: Fokker? *(Examining games list.)* Sorry, no such game. Are you sure you're in the right place?

Duncan: This is Activision HQ, isn't it?

Receptionist: No. It's MicroProse HQ. If you want Activision HQ you'll have to go to America via Heathrow.

(At this point a helpful looking gentleman saunters up to the reception desk...)

Receptionist: Ah, Mr Moth. This fruitcake seems to think we're Activision and wants to see a non-existent game.

Mr Moth: I think I understand the problem. You're from ZERO are you?

Duncan: Yes. I've come to see *Fokker*.

Mr Moth: Aaaaaah! *(He leads the bemused ZERO reviewer upstairs.)*

SCENE TWO
In Mr Moth's office



Mr Moth: *(After a cup of coffee and a lengthy explanation about certain companies "going under", Mr Moth reaches his conclusion)*... So you see, now *we've* got the game – and we've changed the title, along with a few other things.

Duncan: Aha. Let's see if I've taken this in then. What was going to be Activision's *Fokker* is now MicroProse's *Air Duel*. Glyn Williams is still doing the programming, but now he's freelancing for you lot.

Mr Moth: That's the gist of it, yes. Well done. Have a house point.

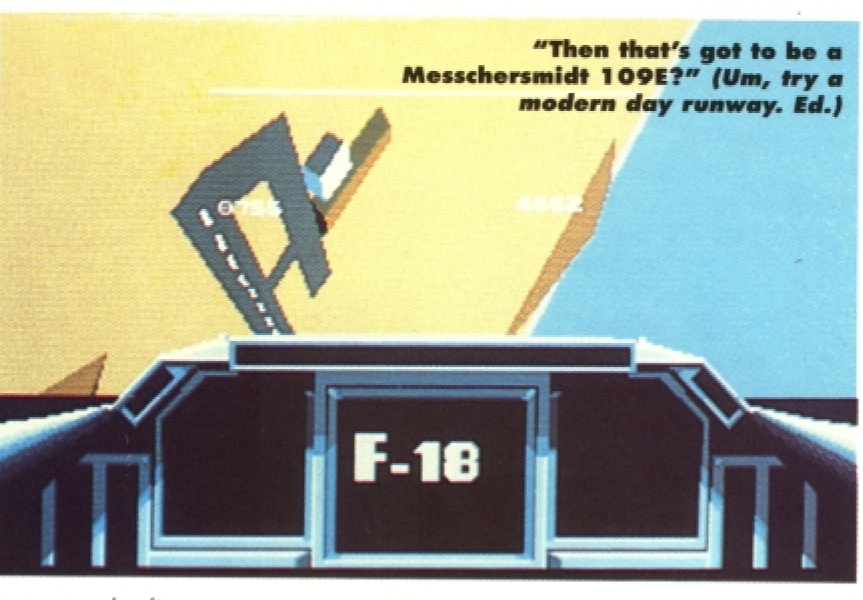
Duncan: Thanks. Okay, tell me about *Air Duel* then.

Mr Moth: About bloody time! Got a spare couple of days?

SCENE THREE
Air Duel explained (a bit)

A long monologue by Mr Moth, in which he extols the virtues of the game and breaks it down into its constituent parts.)

Mr Moth: What attracted us to the game was the arcade feel of the whole thing. The idea is that there are only two aircraft involved – you and the bloke you're trying to shoot down. Stuff all this eighteen trillion page manual kit which involves a mammoth reading session and all the mission stuff where you have to bomb your primary targets, secondary targets and then return to base in one piece before getting promoted. In *Air Duel* we liked the idea of instant access and immediate action without any hassle. What really hooked us, as I said, was the two player mode.



"Then that's got to be a Messchersmidt 109E?" (Um, try a modern day runway. Ed.)

SCENE FOUR
Killing your chums

Where Mr Moth soliloquizes at length on the real nature of computer games players.)

Mr Moth: For some reason computer games players are still tarnished with the image of being sad, lonely social outcasts who sit in darkened rooms all day, having no contact with the outside world. It's one of those myths that only time will change. We realise this, and the beauty of *Air Duel* is that it's geared to simultaneous two-player action.

Okay, so it's a nice feeling shooting down a computer-operated aircraft, but when one of your mates comes round, what you really want to do is shoot him down instead. Head to head competition. That's what *Air Duel's* all about. And if your girlfriend whinges about you playing games, you can challenge her to a duel as well. She'll have to accept and do her bit for the feminist cause by trying to blow you out of the sky. What's more, the single-screen separation mode is up to you – you can split it either vertically or horizontally.



SCENE FIVE
Duncan tries to understand the technical bits

Mr Moth: So what do you think so far?

Duncan: Eh? Oh, sorry. I was gearing myself up to ask about the techy stuff. I didn't really take much in. Er, there are two planes or something?

Mr Moth: *(Sigh.)* Yes. There are two planes.

Duncan: So what about the polygrams and things, then?

Mr Moth: Polygons? Polygons. Well, we're working on lots of detail as far as they're concerned, so don't worry. But what you have to remember is that, when you're playing a two player split-screen game, there are two totally different perspectives at any given time. Obviously this cuts into processor time and could, handled badly, slow down the frame rate. What we're going to do though is keep in all the ground detail when you're not in combat (so you can admire the scenery as you fly), but as soon as a duel starts to take place, the less important ground objects will cut out, leaving more time for the aircraft updates. This gives brilliant gameplay and, believe me, you don't even notice the missing scenery. You really don't. After all, who wants to examine a windmill when you've got a Mig-29 on your tail?

Duncan: A Mig-29? But I thought this was the First World War?

Mr Moth: Ho hum... I explained all that on the way up the stairs.

WHAT'S WHAT

TITLE	Air Duel
PUBLISHER	MicroProse
FORMAT	ST & Amiga
PRICE	Tba
RELEASED	August



"Dunc won't have bargained for my steam laser!"

SCENE SIX
The stairway conversation revisited

Mr Moth drinks another cup of coffee, picks a bit of dirt from under his fingernails with a paperclip, checks the time and burps.)

Mr Moth: *Air Duel* is really four games in one. There's the first bit, which is a Sopwith Camel versus a Fokker DR1, flying over the trenches of World War One. However, there's more. World War Two for instance, which sees you over a Pacific Island scenario in 1942 – one of you flying a Grumman Wildcat while the other controls a Mitsubishi Zero. The action isn't quite so close range, obviously, as the planes are faster. But then there's the even faster third scenario, long range air-to-air missile action over the Middle East. In this scenario you've got an F-18 Hornet versus a Mig-29. The fourth scenario is something else altogether. It's *Star Wars* time as one futuristic spacecraft battles another around some sort of Battle-Star or asteroid or something. We're now thinking of including non-gravitational physics into the spacecraft handling for added fun."

SCENE SEVEN
Where Duncan learns about Isaac Newton



Duncan: Aha! *(Bluffing).* Non-gravitational physics. That should be good.

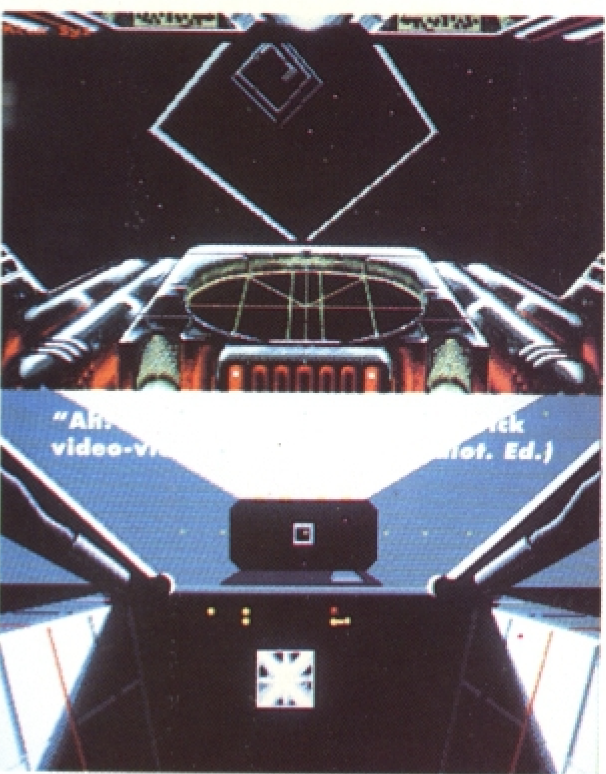
Mr Moth: So you understand something at last?

Duncan: Yeah, yeah. Er... well, erm... actually I don't really know what I'm talking about.

Mr Moth: Are you familiar with the game *Asteroids?*

Duncan: Yes, I know. It's yonks old.

Mr Moth: Right. Aerodynamic laws don't apply in space. There's no gravitational pull or air-resistance. There's no friction. So if you're travelling in one direction and want to stop, you have to turn your ship around, hit full power and decelerate. Basically, imagine the *Asteroid* control system in full 3D and you're there. It does take some mastering though.



Duncan: What if you're crap?

Mr Moth: Well, then you can choose the "simple flight" option. Your spacecraft will behave as if they're normal aircraft. (Normal aircraft with laser weaponry, that is).

SCENE EIGHT
The audience is at an end

Duncan: So that's it then?

Mr Moth: No, there's more but I'm bored. So bog off.

(Just as well. We've run out of room. Ed.)





	ST	AM	PC5.25	PC3.5
Sherman M4	□	□	□	□
North & South	□	□	□	□
Kult	□	□	□	□
Hostages	□	□	□	□
S.D.I.	□	□	□	N/A
Rotor	□	□	□	□
Colorado	□	□	□	□
C. Pirate	□	□	□	□
Maya	□	□	□	□
Grid Runner	□	□	N/A	N/A

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JOE MONTANA FOOTBALL

ZERO HERO

"Signals! Eighty three, sixty one, pepperoni pizza – hut hut!" *David 'Sporty' Wilson* has always been crap at sport, and understanding American Football. Who better to check out the latest game from US Gold. (*How about Rolf Harris? Ed.*)

Extra Point Check out this goal kicking sequence. 'It's good'!

NFL

There have been some classic American footie games – Electronic Art's *John Madden's Football* and Cinemaware's *TV Sports Football* spring immediately to mind. Now US Gold is having a crack with its conversion of the Sega licence, *Joe Montana Football*. Mr Montana, the manual informs us, is 'no ordinary Joe', no sireee. In fact, he's 'the best'. This rather huge boast is founded upon Joe's statistics as the 'highest rated quarterback in professional football history'. Hurrah! You'll glean from this that Joe's position on the team (San Francisco 49'ers) is that of Quarterback (not to be confused with that other great American institution, the quarterpounder).

This seems to be the most crucial player in the team, sort of a Centre Forward in soccer. Basically he's the bloke that catches the ball after the Centre throws it backwards between his legs from the Scrimmage (um, which is sort of like the Kick Off – er... or should that be Throw the Ball Backwards Through The Legs Off). (*Same to you! Ed.*)

Anyway, the best American football game to date is *John Madden's Football* on the Sega Mega Drive. This places much emphasis on the Quarterback's lynch pin role – letting you control him, making his decision of which receiver to throw to and actually timing the pass. *Joe Montana* opts for a very similar system – complete with a large selection of Offensive and Defensive plays to choose from and options from single games to whole leagues to play. This is good since it seems to be the best system. The drawback is that it makes comparing the two games rather tricky. Er... but here goes.

Even when Jock didn't have the ball the opposing team seemed to find his buttocks irresistable.

Well what's wrong with pink shorts and socks?

WHAT'S WHAT

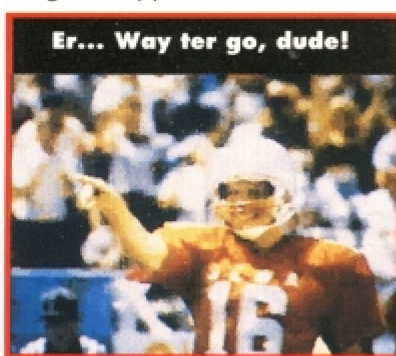
TITLE	Joe Montana Football
PUBLISHER	US Gold/Sega
PRICE	£24.99
FORMAT	PC
RELEASED	May

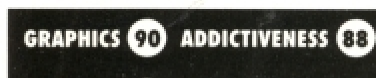
PC

David: From the moment you load *Joe Montana* and see the animated digitised pic of Joe making a sort of 'Way ter go, Dude!' gesture at you, you know you're in for a bit of a graphical treat. And, as they say on the Head And Shoulders ad, first impression's count (especially when they happen to be correct). If you've seen *Joe Montana* on the Sega Master System, for example, forget it. The PC version improves on the Sega's presentation a hundred fold. With 256 colour VGA graphics and sound board support this game is kickin' with a capital 'K'. The PC version is played from a slightly overhead viewed from the side perspective with the viewpoint switching to a great behind the kicker close-up for extra point goal kicks (taken after scoring a touchdown).

Joe scores over Mega Drive *Madden* in not only including the same options like two player head to head games, but also adding replays (for reviewing your favourite match highlights!) letting you design your own 'plays', or create your own team by manipulating their attributes *(sounds painful. Ed.)* and also by allowing for two players to play on the same side.

Gameplay is smooth and exciting, sound and graphics are a real treat, and the total package has been brilliantly crafted. Oh no, I'm running out of space... suffice to say *John Madden* is undoubtedly the best on the Mega Drive, but *Joe Montana* has got to be the best for the PC. If both get to appear on the Amiga, then there'll be a real show-down. Until then if you get the urge to punt pigskin on PC, you'd do no better than to invest in a copy of *Joe Montana*.


Er... Way ter go, dude!







review

BILL ELLIOT'S



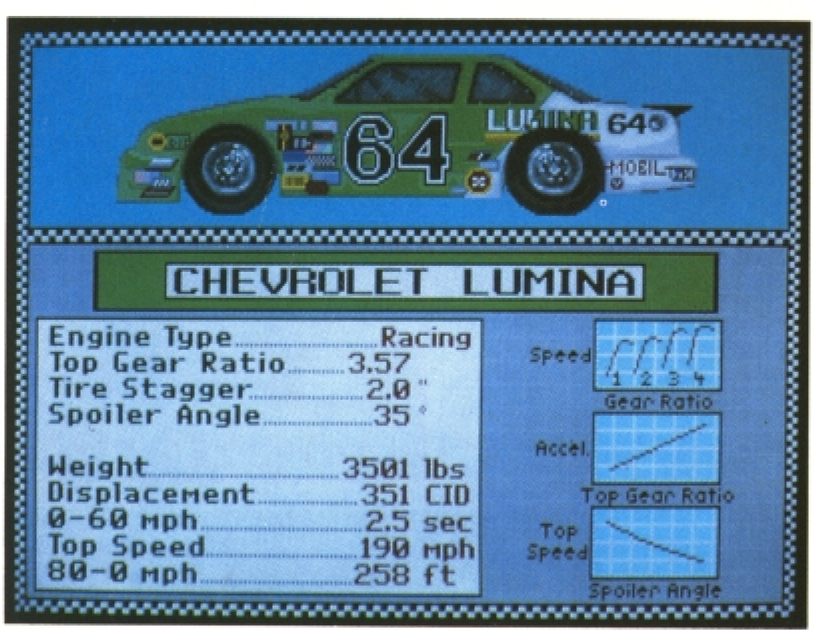
NASCAR CHALLENGE

Driving games come and driving games go. Actually, that's not quite true... they just keep on coming and coming. And here's yet another one – *Bill Elliot's Nascar Challenge* from Konami. *Duncan MacDonald* checks it out.

The front end of *Nascar Challenge* is simple to operate and fairly hassle free (unless you haven't installed it, in which case it isn't). The options available are Choice Of Car (from three), Choice Of Track (from eight), Game Set-Up (type of race, auto/manual shift and damage/no damage) and finally Hey, Let's Race. So you've chosen your motor, picked, let's say Daytona, selected auto-transmission, put damage 'on' and you're ready to roll. Nearly. After a brief disk access you can tweak your car. Change the angle of the spoiler, change your engine, your tyre compounds and also muck about with your gear ratios.

WHAT'S WHAT

TITLE	Nascar Challenge
PUBLISHER	Konami/Mirrorsoft
PRICE	Tba
FORMAT	Amiga & PC
RELEASED	Out now



REAR Cam PAUSE Player's car

76

Hmm, that's me – I must be racing ahead of the others.



Right. Now you're ready to roll. Blammo. Straight into the thick of the action, hacking along at 150 mph, with a competitor's car right on your tail and the rest of the field way out in front – if you did badly in the qualifying lap, that is.

Anyway, back into the car. There's a banked left-hander coming up, so it's wise to go for an inside line and dab the brakes a bit. You can see the bonnet of the geezer who was behind you coming past the right of your windscreen. And now his rear door. And now his boot. Hmmm. He's in front, you're at the very back and there are 200 laps to go. Never mind, because you came out of the corner too quickly, hit the outside barrier, got killed and your race (and life) is over. Back to the options screen to start again. (Or off to the pub for a quadruple scotch and eight snakebites.)





Dunc: *Bill Elliot's Nascar Challenge*, had it popped into the office over a year ago, would have had me wetting my pants with excitement. I would have said something like "Wow, high speed car japes. It's just like being there." But it didn't appear then. It's appeared now – in 1991. However, over a year ago a game called *Indianapolis 500* popped into the office and I really did go a bundle. My bladder became embarrassingly uncontrollable and the games room carpet had to be replaced. *Indy 500* was brilliant. The dog's, basically. It was an obvious 'benchmark' and all other games had to match it or be damned. Well, *Nascar Challenge* is damned – basically because it's just *Indianapolis 500* with one subtle difference: it's not half as good.

Okay, so *Nascar's* been tweaked about to make it seem different: this has been added, that's been added, and so on. But at the end of the day what you get is that nothing's been added. It's an inferior copy of what is still the best racing game you can get. Actually, sod it – I'm going for some direct comparisons...

Graphics: *Indy 500* – impeccable at all times. *Nascar Challenge* – a bit on the blocky side car-wise as they distance themselves from you.

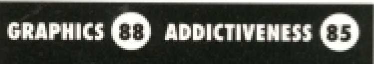
Animation: *Indy 500* – incredibly smooth and fluid. *Nascar Challenge* – okay. Well, quite good actually.

Sound: *Indy 500* – "Eeeeoooww" Doppler effect as the other cars pass you. *Nascar Challenge* – silence as the other cars pass you.

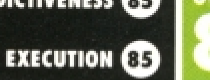
Action Replays: *Indy 500* – a perfect choice of camera angles. *Nascar Challenge* – ho hum, deary me.

Tracks: *Indy 500* – er, just the one. An oval. *Nascar Challenge* – as I said before, eight. Two twist about (hoorah) but the other six are, well, oval really. (Bloody Americans.)

Oh dear, this review looks like a slag-off job doesn't it, but it's just that I feel if somebody's copied a game (and had a year to do it), then things should be a bit better than this. If you pretend for a moment that *Indy 500* was never written then, yes, *Nascar Challenge* is quite a good game. It's better than many on the market, anyway. I'm going to do just that. I'll pretend that *Indy 500* doesn't exist and mark *Nascar Challenge* accordingly. I think that's fair, don't you?



GRAPHICS 88 ADDICTIVENESS 85
SOUND 77 EXECUTION 85



OVERALL 86


SHADOW DANCER™
SEGA™
ARCADE HITS
UNLEASH THE WRATH OF NINJA
FURY!
Fight your way to victory with Sega's ambitious martial arts game. Battle against merciless Streetfighters as you seek revenge for the killing of your loyal student Kato, whilst trying to foil the evil Sauros.
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EYE OF THE BE

There's nothing *David 'Fingers' McCandless* likes more than lurking around in dark, murky places. So we confiscated his Kalashnikov and sent him simpering into the soiled, unsavoury sewers of *Eye Of The Beholder*...



The people of Waterdeep are having a rum old time. Not only does their hometown have the stupidest name since someone called a village in Cumberland 'Buboe', but they also have to bear an upsurge in evil from the murky depths of their sewers. Your team of hearty, ale-swilling adventuradoes have been commissioned to wade through the floating jobbies, urine and discarded verucas, in search of the heart of all this nastiness. Not the most sociable of jobs, admittedly, but who could resist a *Dungeon Master* style jaunt around some sewers, eh?

The opening sequence smacks faintly of the *Operation Wolf* intro. But instead of strapping on a meaty armalyte and Bowie knife to the tune of explosions and battle cries, our fantasy fairies pull on their tights and cod pieces and make ready their bows and arrows while harpsichord music plays evocatively in the background. After a few last moment adjustments to their lace sleeves and cods, our adventurers are on their way.



Giant leech had a problem even his friends wouldn't mention.

As ever, the first level is set up as an exciting 'taster' of what's to come. A couple of conundrums and a few frisky Kobolds lie in wait around the corners. It's all pretty humdrum really. The fairiest bunch of albino halflings, dressed in bikinis, armed with only a pork chop each could get through the first level with their eyes closed.

The later levels, though, tend to flesh out in the old 'suspense' and 'toughness' departments. Dog-men and six foot laser-spitting toads (I kid ye not) loiter in inconvenient places, while illusionary walls and mazes hamper your map-making. Tack on a few teleports, a number of pits and levers, cryptic wall clues, and a sprinkling of zombies, and you have, as we term in the reviewing business, a 'challenge' on your hands. And as I am in the reviewing business, let's see what I thought of it.

EYE BEHOLD HER



1 This is where it all happens. At this point in the game, Elroc the evil wizard has cast a change-the-video-mode-to-EGA curse spell, rendering the graphics a bit cheap looking. Oh woe!

2 This is my character, who's a bit of a looker. She's a fighter/cleric/thief, which means she can beat somebody up, bless them and then nick their wallet.

3 You see, my cunning Stallone/Friar Tuck/Ronnie Biggs skills have reaped a harvest of illicit objects. Let's see... some rations, a chest wig, some boots, a dagger... (*And not much else frankly. Ed.*)

4 Should our hyper-kinetic adventurers get a bit peckish then they can sit down and have a scoff up, alongside a picturesque outpouring of excrement and foamy filth.

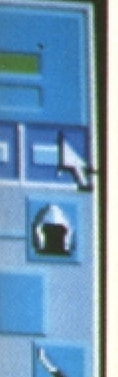
5 On encountering any homo-phobic monsters, press this emergency button and the team will don short hair wigs, lipstick, high heels and some simply super wet suits with the bottoms cut out and really intimidate those retentive nasties.

6 All the exciting, on-the-pulse messages appear here: "PLAYER ONE HAS FOUND A ROCK" and "YOU DO NOT HAVE THE BOTTLE OF TEQUILA".

7 This invaluable little dome is the compass, essential for getting those hard to reach back passages oo-er (or you could use the Camp button).

WHAT'S WHAT

TITLE	Eye Of The Beholder
PUBLISHER	US Gold/ SSI
PRICE	£29.99
FORMAT	Amiga/PC
RELEASED	Out Now





E HOLDER



Macca: I used to play *Dungeons & Dragons.* I remember having to put up with a fat, officious git of a dungeon master who didn't like me at all. He was only DM because his parents were out during the day. "Oh dear, a group of 16 vampires have suddenly appeared and are only attacking Macca!" was one of his favourite little tricks. And then he'd always drop the red-hot infra-red bar heater on *my* lead figure (which I had spent hours painstakingly painting) so that it melted into a oozing pile of klinker. And then I'd take him outside and knock a few of his hit points off.

I rejoiced when *D&D* appeared on the computer but let's face it – most of the official *D&D* games to date have not exactly been 'hot poop'. "An old game played around an open-leaf table by men in aran sweaters does not necessarily a good computer game make," said somebody once. Probably me actually.

First we had the overhead view games with little sort of stick graphics and hexagons, then we moved onto the 'arcade experience' as seen on *Champions Of Krynn* – neither of those really did anything for us arcadies. However, SSI has bowed to pressure and slipped out a new epic in the style of *Dungeon Master.*

"In the style of" is being a bit polite really. "Almost identical to" would be more apt. *Beholder* cribs a lot from *DM,* but then *DM* cribbed tons from *D&D,* so we'll leave it there. The puzzles are very similar though – having to leave rocks on pressure pads, negotiating teleports, getting lost in intricate windey labyrinths and stuff. Fortunately, *Beholder's* packaging furnishes you with maps of the first three levels of the sewers, so beginners can really wade in (as it were). If anything, I'd say the puzzles in *DM* were harder and more challenging than those in *Beholder.*

The graphics in VGA are excellent. Pretty walls, pretty character faces and pretty scary monsters. The Kobolds leap about in a very irritating fashion, worms slither malevolently down the corridors, and the dog-men? Well they just jump friskily about and will bonk your leg whenever the chance arises.

Chopping them is quite fun. The right mouse button is the cue for attack. You point to a character's two hands and hit the button. If they are carrying a weapon (i.e. an axe, sword etc) they will take a quick swipe at the nearest 'thing'; if they own a bow and arrow or some daggers they will dutifully lob them into the fray.

If, however, one hand contains a spellbook or a magic icon, then something mystical and lovely happens – a spell list appears. From here you can select such gorgeous destructive devices as magic missile, acid arrows, fireballs, lightning bolts – as long as you have learned them. That's the key to being a Mage you see - learning. Every time you gain a level of experience you are given the chance to learn a few more spells. Alternatively spells can be found on scrolls around the dungeons and copied into your spell book.

All the spells are derived from the original *D&D* system, as are the monsters. And that is the beauty of *Beholder.* It draws on everything you will know if you have ever played *D&D,* including all those brain-blending charts for working out armour class and hit points. It also does away with a fat, blubbery lard-butt DM and replaces him with an impartial slim-line 16-bit DM, who controls the game very nicely thank you very much.

HASSLE FACTOR: 2
Title sequence every time you play.

There is no way I can review this game without comparing it to *Dungeon Master.* I think I prefer *DM* 's fighting sequences, where you can specify the type of blow you're levelling, be it slice, chop or parry. In *Beholder* you can simply chop and that's all. Any other comments and I'll be stepping on dangerous ground since players of these sorts of games tend to be very protective about their passions and, more importantly, very much bigger than me. If I said *DM* was better I'd be hacked down in the street by a gang of *Beholder* buffs, disembowelled and strung up by the tongue. If I preferred *Beholder,* the *Dungeon Master* crew would brand me 'Satan' and 'Beelzebub' and try to exorcise me with blunt implements. So... er... (*What a cop-out! Ed.*)

STOP

THE VERDICT

		Score
G	GRAPHICS	92
S	SOUND	75
A	ADDICTIVENESS	91
E	EXECUTION	93

• 20 • 40 • 60 • 80 • 100

As good as Dungeon Master.

91

THE BANGLES VS THE MONSTERS

Can their tight vocal melodies and singing drummer triumph over the creature-infested depths of the Waterdeep dungeon?*



1 Our intrepid girlie rocksters enter Waterdeep dungeon only to find their entrance blocked by a sudden rockfall. "Oh no, I've broken a finger nail," exclaims the drummer. The fabulous female foursome look at each other in horror. "What shall we do?" they chorus in harmony. "No matter," pipes the cheery roadie, "I've got some red sequinned latex body-stockings to entice more men to buy our records!" Hurrah!

GIRLS: 1 MONSTERS: 0



2 "What is this brown ick we're wading through?" asks the bassist. "It's the accumulated excrement and offal of the Waterdeep's populace," explains the roadie. "Oh, if it's only pungent faeces then that's okay," chirps the bassist, sloshing merrily through the digested solids. The roadie looks around and says: "But there might be... earwigs". The Top 10 lady chart busters all scream, "Earwigs? Euuurrrrrrrrrr!" and then wet themselves and run around in little circles.



GIRLS: 1 EARWIGS: 1



3 The Bangles confront a short fat hairy orange thing. "It's our manager," ventures the bassist. "No, it's not, it's some subterranean monster who's heard that the rockin', bitchin' female rock foursome The Bangles is in town and has come to get his 12-inch of *Walk Like An Egyptian* signed". The roadie points down the corridor at the seven hundred Kobolds amassing there. "He's brought some friends as well..."

GIRLS: 1 MONSTERS: 700

*2 to 1 the Bangles buy it!


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JAHANGIR KHAN'S SQUASH





Squash, a skilled game requiring lightning reactions coupled with incredible co-ordination. Sadly only *Lord Paul Lakin* was in the office when Krisalis brought in *Jahangir Khan's World Championship Squash*.

At ZERO we're not all that familiar with squash (or health for that matter). We know lots of jokes about small balls but that's about as far as it goes. However, even *we* had heard of Jahangir Khan (though we had a little trouble spelling it) – the man who has won so many squash awards he's like a walking jewellery shop. The man who, over a period of six years, played in 500 International matches without a defeat. The man who now has a game by Krisalis named after him.

Jahangir Khan's Squash offers you two different competitions in which to imitate the great player. You can either play in the World Championship (knock-out) or Club Tournament (a series of mini-leagues, where you start at the bottom and win promotion all the way to the top). Any number of human competitors can be entered with numbers being made up by computer controlled players. The results of the all-computer games are calculated by the computer though you can opt to watch a game, presumably to pick up tips.

As well as two types of competition there are two types of control. In the easy option you only need to position yourself over the ball, the computer takes care of the hitting. Hmm, perhaps 'only' is a bit of a misnomer since the ball is flying all over the shop and never seems to end up where you expect it to. Matters get worse in the more advanced mode when you also have to worry about controlling the timing, direction and power of your shot. To liven things up you can change your ball for one with more bounce. (Coo not a single 'Fnarr' in that sentence, we must be getting all sensible and grown-up.) However it's not just the bounce in your balls that counts (f... f... no, I'm not going to say it). Unless you can combine timing, co-ordination and an eye for angles that would impress Pythagoras you'll never get off the bottom. (Oh alright, fnaaar ferrlippin' naar.)



After Robinson's, comes *Jahangir Khan Squash*.

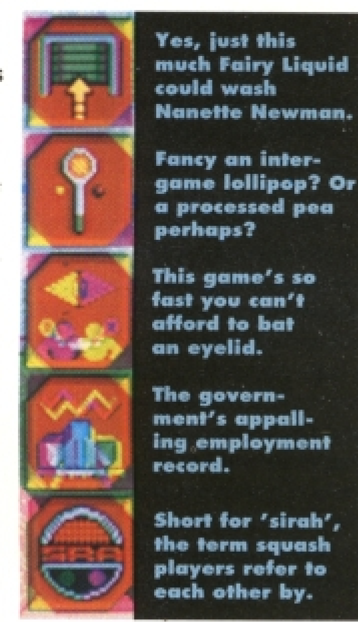
WHAT'S WHAT

TITLE	Jahangir Khan's World Championship Squash
PUBLISHER	Krisalis
FORMAT	ST/Amiga
PRICE	£24.99
RELEASED	Late May



Paul: Squash has always struck me as a jolly difficult game. Let's face it, tennis is by no means easy: all that running around trying to hit a not terribly large ball with a racquet barely big enough to fry an egg on. Squash is a lot worse. For starters, the ball is smaller. Have they made the racquet bigger to compensate? No, by golly, they haven't. Squash racquets are so small you could barely fry a quail's egg on them.

The computer version is no easier. Getting to grips with the control system doesn't take too long but getting the hang of anticipating the angle takes an age. Anticipation is the name of the game – the player moves with such crippling slowness you've got to start moving long before you need to arrive. You can increase your player's speed if you win a match and perhaps the slowness is, in fact, movement to scale. However, it not only makes the game difficult it also slightly spoils its feel. What is the word you most associate with squash (apart from 'Yuppie Git')? (*That's two words. Ed.*) 'Speed' of course. *Jahangir Khan's Squash* does not have the sense of speed or urgency that, for instance, *Kick Off* has. Different sports – but speed is speed. The animation, though smooth, gives the impression that the players are literally dragging their feet. The ball hurtles about the court but the players don't respond accordingly.



Yes, just this much Fairy Liquid could wash Nanette Newman.

Fancy an inter-game lollipop? Or a processed pea perhaps?

This game's so fast you can't afford to bat an eyelid.

The government's appalling employment record.

Short for 'sirah', the term squash players refer to each other by.

Speed apart, *Jahangir Khan* is a good conversion – smooth and colourful with an impressive range of options. It's all challengingly playable and quite good fun. It's just not as exciting as I'd expected.



GRAPHICS 82 **ADDICTIVENESS** 82
SOUND 80 **EXECUTION** 83





review

SPACE QUEST IV



"What would you call the follow-up to *Space Quest*?" we asked *Mike Gerrard*. "*Space Quest Ivy*", he replied, quick as a flash. "Right," we continued, "you're obviously just the man to review the game." "Alright," he cried, "beam me up, spotty!" "Er, on second thoughts..." we said. But it was too late...



Ah me, more people leaving London's Docklands.

TO PLAY THIS GAME YOU'LL NEED...



A pair of blunt scissors, some sticky-back plastic, seven tubes of Smarties and three yoghurt cartons. With these you can make a scale model of the Taj Mahal while you instal the six megabytes of game on your hard disk. And if you haven't got a hard disk? Well, tough titties time-travellers – we're talking state-of-the-art PC systems here, like what them rich Yanks have got. You also need VGA or MCGA graphics, 640K of memory and (get this) a 286-series machine or better. A mouse or joystick is recommended, and a variety of sound boards are supported. If you are the proud owner of such a spanky set-up, you can start playing the game...

ICONS IN SPACE

1. **WALK:** This, oddly enough, controls the character's movements. Click just off the screen and Roger will stroll across and walk off to the next screen (cue disk access, yawn-yawn, but at least access time is quicker and pin-point cursor positioning is no longer so necessary).
2. **LOOK:** Put your eye anywhere on the screen and click for a closer look. If there's anything there, you'll be told all about it or perhaps a window enlarging the detail will open up. You can then click in turn on this window.
3. **ACTION:** This lets you get things, use things or open things (being 'context sensitive', as they say).
4. **TALK:** There will be a two-week holiday in Barbados for the first reader to guess what this icon allows you to do. (*No there won't. Ed.*)
5. **SMELL:** Turn your cursor into a nose, and pick up nasal clues by clicking anywhere on the screen. (Including Wilco's feet, for those fearless gamers who would boldly go near someone embarking on his fourth adventure without a change of socks.)
6. **TASTE:** Lick-lick-slurp-slurp-yum-yum.
7. **CURRENT OBJECT:** Choose an object from your inventory and it will be indicated here. Your cursor will subsequently change to whatever the object is – rabbit, rope, laptop computer etc. You can then place this anywhere on the screen, either dropping it or using it in some little nook or cranny.
8. **INVENTORY:** Lets you inspect the six tons of gizmos you're currently lugging around with you.
9. **SYSTEM:** Very smart, especially for those who like sliding knobs. Control the sound level, speed of movement or amount of animation detail by moving your knob up or down. Quit, Save, Restore and such fiddly file-type things.
10. **HELP:** Click here and the cursor becomes a question mark. Click it on any of the other icons and it'll remind you what they do.



Roger Wilco, hero of the first three *Space Quest* games, is all set to embark on another. But it could be his last, as the Sequel Police are on his trail! They've seen the future, and it includes *Space Quest XII*. To help spare the world from this endless ordeal, the Sequel Police are out to give Roger Wilco a touch of rigor mortis. To save his skin (and all the bits inside it) he'll have to travel back in time to revisit *Space Quest I*, and forward to meet his as-yet-unborn son in the future. Hence the sub-title – *Roger Wilco And The Time Rippers*.

Roger arrives on the planet Xenon – home sweet home. But hang on a ticky-poo... what's all this? The whole place has been laid to waste. As if this isn't enough to contend with, tooled-up cyborgs are roaming the streets with poor old Roger at the top of their hit list!

The only way out is down – into the dreaded sewers. Here Roger encounters what looks like a hologram of Professor Lloyd. He's the designer of the super-computer which runs Xenon so efficiently, or did until recently. Unfortunately, someone has imported a copy of *Leisure Suit Larry* and loaded it up into the super-computer. The game was infected with a virus which corrupted the system files, destroying half the planet. Oops! The cyborg robots, formerly servants, have now taken over the place, but there are a few rebels trying to re-establish control. You (as Roger) are the only hope for Xenon to get back to normal, provided you can outwit the cyborgs and contact the rebels.



Hello, could I see the Wizard? I want to go back to Kansas and my friend would like a new brain...



I said build a metal flying machine, *not* a metal fly machine, you idiot!



Mike: At the start of the game Roger can explore about half a dozen locations around the city. That is if you manage to avoid the various armed cyborgs and other hazards such as the various demented characters who wander around the place jibbering at you if they find you, thus attracting the attention of the metallic fuzz (whose main aim is to burn a hole in your back).

Survive a while and you'll find there are a few non-hostile creatures around. One of the first things you can do in the game is catch a bunny rabbit. Close examination revealed it to be a toy rabbit with a battery up its bum. I removed the battery for future use. Elsewhere there are a few wrecked cars – one with goodies in, one with not-so-goodies in (you'll have to find out which is which the hard way).

After the encounter with the Prof in the computer control-room it was on into the real sewers, with the green slime oozing all over the place. You have to run around avoiding this... at least I thought you did, but that's not the whole story. Once you're in the sewers the door slams behind you, and the only exit is up through a manhole cover which brings you back to street level. As you emerge, you witness a sleek flying patrol vehicle arriving – you can hitch a lift on this to an anonymous skyscraper. Sadly, when you get there, it seems you can't do much but hitch a lift back again and end up going round and round in circles. If you step out of the vehicle and go east you get caught by the cyborgs (which is very painful indeed). If you go west you get zapped as well. Go off the bottom of the screen and you plummet about three miles to a painful death. The answer, I discovered after ages of brain-racking, lies in the sewers themselves. Get this bit right and you can conquer the secret of time travel, ending up in various places such as back in *Space Quest I*, where you can head straight to the bar!

These 3D animated adventures are still not my favourite style of game, but these days they're a lot more fun to play. Saving the game regularly is essential, and the system allows you to build up the necessary file of games saved at various stages quickly and easily. You can even save or restore games in the middle of animated sequences. It's still a bit too easy to get sent to that great mother-ship in the sky for my liking, and there's a lot of faffing around as you figure out what the flip is going on, but, on the 'ole, I 'as to admit it were all quoite good fun. Roger Wilco, over and out (until *Space Quest Vee*).

HASSLE FACTOR: 5

Usual Sierra multi-disk extravaganza. Smaller PC set-ups need not apply.



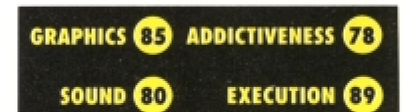
THE SYSTEM



At last Sierra has abandoned text input. These days everything is point and click, controlled by the icons that appear if you press Escape or simply move the cursor to the top of the screen (see screenshot on right). The cursor changes to the shape of whichever icon you last selected, so you always know exactly what command a click of the mouse button will give you.



'Walk' icon in action.



OVERALL 86

WHAT'S WHAT

TITLE	Space Quest IV
PUBLISHER	Sierra On-Line
FORMAT	PC
PRICE	£34.99
RELEASED	Out now



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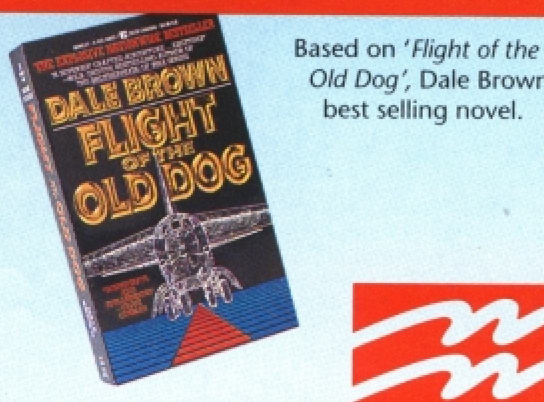
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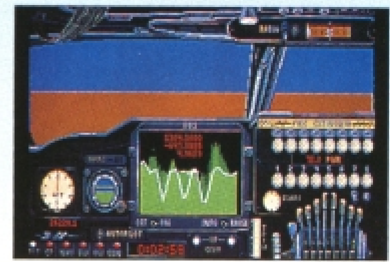

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METAL MUTANT



Oh no, it's 'ugly' mode and, what's more, there's a rather curious cyberstyx fly which keeps flying out of your bottom (ahem).

Having failed to rule the office with a rod of iron, *Amaya Lopez* settled for a game of *Metal Mutant* and underwent an identity crisis into the bargain.



Lulled into a false sense of security by the abolition of the poll tax, the human race has sunk into a comfortable state of lethargy. Indeed we have become so lethargic that we've allowed ourselves to be almost totally wiped out by our own cyborg creations. Fortunately, the few surviving humans have created a miracle of science, a superhuman battling machine, a metal mutant with more added features than Cher.

You take the role of said mutant, which can be transformed into one of three robotic forms at the touch of a button. One minute you're trotting along happily as a cyborg with a human brain, the next you might have to turn into a lumbering dinosaur or a dalek-like metal tank. As if that wasn't confusing enough, at one point you're crushed into a tin can and chased around by a Swiss Army knife can opener! Each form has its own features and combat specialities and you can enhance these by collecting power-ups and weapons packs along the way. You'll have to figure out which is the best suited to dispatching which type of baddies in your bid to destroy the tyrant, Arod-7. So let's metamorphose through 130 levels of horizontally scrolling vegetation, computer rooms, teleports, pipes and tunnels... to name but a few.

WHAT'S WHAT

TITLE	Metal Mutant
PUBLISHER	Palace/Silmarils
FORMAT	ST/Amiga/PC
PRICE	£24.99
RELEASED	May



Amaya: Silmarils' *Metal Mutant* is a sci-fi shoot/hack/crunch/burn 'em up with various puzzles to solve and more hideous nasties than you could shake a very large piece of um... metal at. Constantly switching from one form to another in order to find which is best suited to dispatching different baddie types, you fight your way through the planet Kronox. This fairly novel touch – reminiscent of *Eye Of Horus* and *Strider II* – gives you the combined freedom of no less than 24 combat moves. It also adds a strong element of strategy as you figure out, helped by messages on the icon panel, the best mutant for each situation. With nine joystick moves available to you at any one time, I feared I'd never manage to remember which direction to waggle in. Thankfully though, the game has a gentle learning curve, allowing you to test your tactics before introducing new beasties and also to save the game every 20 or so screens. The challenge, of course, is to learn all the moves as quickly as possible and, having done so, commit them to memory (so goldfish should steer clear).

The variety of enemies to shoot, chop down, frazzle to death etc.. is particularly impressive including fat mutha buddhas, green cooing harpies, metal arachnids and flying teapots (well that's what they looked like). There are also some rather neat special effects such as when the cyborg does a sort of 'By the power of Grayskull' routine accompanied by loads of lightning crashes. On a later level you're exposed to one of the many puzzle elements to the game which are really quite clever. These are the 'five trials' which you must complete to meet the tyrant with the ridiculous name. For example during the Trial By Noise, you hear a little ditty which you are asked to emulate and Trial By Duplication has you fighting a clone of yourself (and suffering the ultimate identity crisis).

The graphics are really neat with loads of embellishing touches and the sound effects aren't half bad either. All in all, *Metal Mutant* is quite an addictive little number for all beat 'em up fanatics: certainly varied enough to keep you coming back for more.





By the honour of Grayskull... er watch it, dragon's breath, you're playing with fire!

GRAPHICS	88	ADDICTIVENESS	83
SOUND	84	EXECUTION	80





IT'S HARD TO BE A HERO WHEN YOU'RE ONLY 4'6"

Among other things, you'll need to:

- *Sedate some piranha poodles.*
- *Burglarize the governor's mansion.*
- *Figure out whether the fat voodoo priestess will possess your rubber chicken, smelly fish, or your pack of breath mints!!*

THE SECRET OF MONKEY ISLAND

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As the only person in the office who can conjugate the Latin verb 'Amputare' (to amputate) in all its forms, *Lord Paul Lakin* was the obvious choice to review Impressions' new Roman romp, *Cohort*.

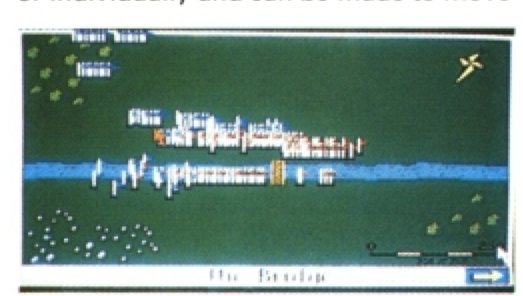
COHORT

If you were told to 'present pilum' or 'form a tortoise', would you think: a) my God, what will these perverts think of next; b) this is definitely the last time I go country dancing; or c) golly, I seem to have been mysteriously transported back to the Roman army circa 57 BC. If your answer to this question is c) then you could well be interested in the new strategy game from Impressions, the people who brought you *Rorke's Drift*. If your answer was either a) or b) you may still be interested. Take it from me, *Cohort* is a lot more fun than country dancing.

Cohort follows in the tradition of *Rorke's Drift*, being an attractive war game. Each unit (comprising 100 men) is represented by a small figure not dissimilar to the old toy soldiers you used to catch lead poisoning off. Your soldiers fight on one of four battlefields: Open Field, The Bridge, Cliff Defence and Hill Terrain.

Once you've selected the terrain, you need to select your troops. You can decide the composition of your army by either selecting one of the pre-defined armies, putting together your own or going for random generation. Having done the same for the computer's army it's time to get down to the nitty gritty – or rather the stabby stabby.

Units can be commanded as groups or individually and can be made to move



or charge to certain designated points on the battlefield or continuously in one direction until they run out of battlefield.

And what have the Romans ever done for us, then, eh?

Combat is automatic when opposing soldiers meet. Groups can also form up into impressive military formations such as squares or lines two ranks deep. You can stop the action at any time during the battle to view the battlefield and check on casualties. Action also stops whenever you wish to give new orders to a unit. Anything else... oh, yes – the object of the game is to kill all the enemy troops. Easy-peasy, eh?

WHAT'S WHAT

TITLE	Cohort
PUBLISHER	Impressions
PRICE	£24.99
FORMAT	ST/Amiga
RELEASED	Out Now



Paul: My life has been full of disappointments. One of the most painful was the arrival of Impressions' *Rorke's Drift*. It sounded such a good idea and looked really nice, yet it was frustratingly flawed. Happily, *Cohort* is a considerable improvement on the same theme. The graphics are as good as those in *Rorke's Drift* but the control system is much easier to get to grips with. It still has a few problems, though – you can only give precise orders over one screen's-worth of terrain. If you want a unit to go further you have to send it off in a straight line until it gets into the right sector and then give more precise



"Nil carborundum illegitimi."

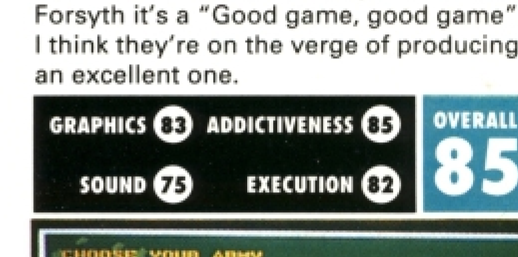
orders. Selecting the unit to which you wish to give commands could also be made easier.

I was somewhat baffled when playing the game by the fact that, although the two sides are ostensibly red and blue, the blue heavy infantry were wearing red. They might have been traitors, they might have been part of some cunning plot that my secret service had forgotten to tell me about. They were certainly confusing the issue.

This apart, *Cohort* is very effective and it doesn't take too long to get to grips with the ins and outs of the control system. The need for continual involvement heightens the excitement. You may have the battle by the scruff of the neck but if you stop concentrating for a few minutes things will swing against you, requiring new orders, new tactics and a new hair transplant to regain the initiative.

The idea behind both *Rorke's Drift* and *Cohort* is excellent. The old skirmish wargames were always great fun and are prime material for computer conversion. Impressions' first effort was a bit disappointing, but *Cohort* is a lot better. In the words of the great Bruce Forsyth it's a "Good game, good game". I think they're on the verge of producing an excellent one.

GRAPHICS	83	ADDICTIVENESS	85
SOUND	75	EXECUTION	82
OVERALL	85		





A blend of fantasy role-playing, adventure and combat simulation set in a richly detailed world of mountains and rivers, villages and cities, castles and ruins of Medieval England.

Knights aAd lords, wizards and clerics of the court of Camelot are yours to befriend and command. Interact with peasants, warriors, maidens, nobles and bandits improving their abilities and skills as you go.

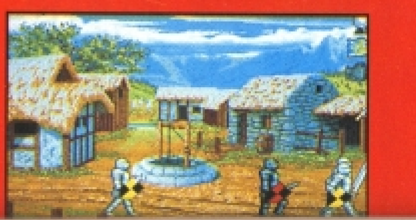
features:

* More than 2.5 megabytes of dazzling graphics
* Powerfully orchestrated sound-track
* 16 screen scrolling map of Arthurian Britain
* Zoom from map level down to individual towns and cities
* Hundreds of hours of play-time
* PC version supports Roland MT-32, Covox, Adlib and CMS sound boards

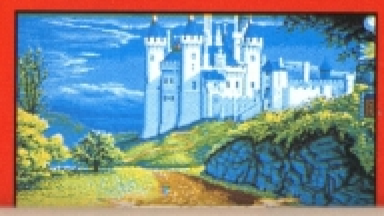
A KNIGHT TO REMEMBER

Available on:

IBM PC (VGA, MCGA, Tandy, EGA)	**£34.99**
Amiga (1 megabyte only)	**£29.99**
Atari ST (1 megabyte only)	**£29.99**







EXILE



Having always being a bit of an exile from society (as his Bortstal and Broadmoor records confirm), *David 'McVicca' McCandless* decided that this game suited him down to the ground (and anyone who argued could discuss it with his Foster & Furnace RX27 Thermo-Cannon).

Triax is an evil fellow. He's a genetic scientist who's gone a bit 'cosi-fan-tutti' in the old brain region. Instead of developing fungi or new strains of lichen he's turned his skills to warping helpless humans and making them into maggot-people. While passing the planet Phoebus, you receive a distress signal. It tells you that fruit-bat Triax has taken over the planet and set up a production line for his maggot-men. So you decide to intervene.

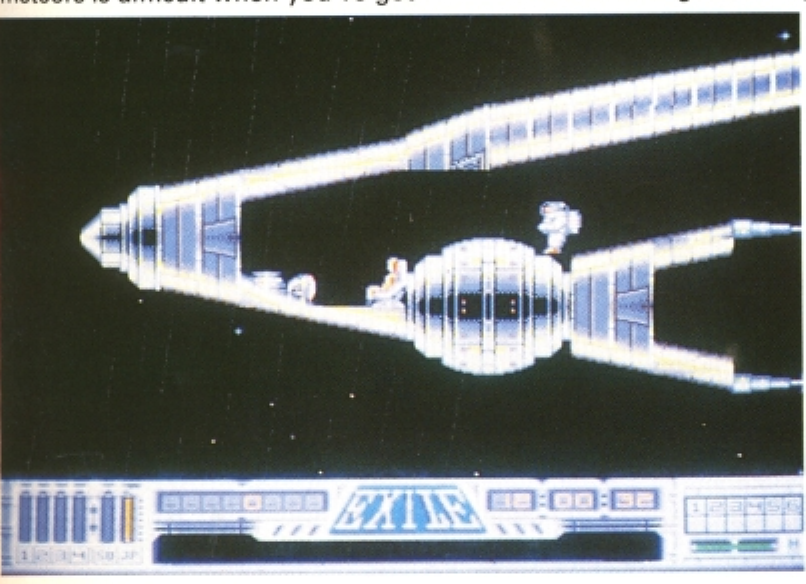
The planet is sliced through, as you might slice through an orange or a pomegranate to see what fleshy gubbins are therein. *Exile*'s fleshy gubbins run along the lines of chairs, cannons, teleporters and doors (in the space ship) and rocks, geological strata, trees and ponds (in the planet). The planet is huge, but while it's neat doing Superman impressions as you scroll across the surface, watch out for the dangerous head-winds, deadly thermals and dastardly meteorite showers which become more intense as the game goes on. Avoiding meteors is difficult when you've got gravity, inertia and all the laws of physics to deal with.

Explore a bit and there'll be rotating cannons, mischievous imps, angry tanks and big chopping blades to hamper your progress. Penetrate any further and you'll no doubt encounter some blubbery maggots, some wasps and terrible old Triax himself. Doors come in the vertical and horizontal varieties, and block off all the interesting-looking caverns you're dying to get into. Grenades can solve the problem but the tougher armoured doors require a key (of all things). Power packs are tricky to pick up and highly volatile – touching one sets off a self-destruct sequence, but they're essential if you need some calories for your backpack. So you have to grab and store them pretty quickly.



On the violence front the game starts slowly. Most of the promised wholesale destruction and concentrated apocalypses tend to be directed at you. This all changes when you find the pistol. It's a bit on the wimpy side but you can still show those aliens who's boss.

The grenades are ace. They're handy for ionising doors and aliens, but you have to make sure you're a safe distance from the conflagration to avoid being toasted.

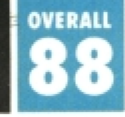




Macca: The main problem with most rotaty-irritating-gravity games is the walls. No matter what they're made of (rock, metal, grass or sponge) they're fatal. One touch = buy the farm. Now, however, the programmers of *Exile* have made their walls friendly. Hard, but basically amiable. So instead of purchasing a certain agricultural homestead, you now rebound on contact. This, however, begets another problem – the ricocheting-pinball-blimey-here-I-go-again effect. In *Exile* you'll be bouncing and boinging off every inanimate object in a three screen radius if you're not careful. (It's quite good fun though.)

Another excellent feature is the fact that you can't die. In a low-energy emergency the computer reflexively teleports you back to your ship. Ra-ra! This is a good sign because you have all the perks connected with living forever (namely fathering lots of children) and it means that the puzzles are strong enough to keep you interested throughout the game.

There are a lot of puzzles. The main ones involve finding switches and keys for doors and then backtracking through the maze-like subterrania. There are also brain-blending combination puzzles and mystery teleports. It's actually not dissimilar from *Stryx*. It's all a clever blend of shooting, solving and swearing *(Oh, you've learnt to alliterate have you? Ed.)* Let's see if I can end on a 'jokey sentence'. This game – it's *Exil*ent. Hah. Pretty funny. Ho, ho! *(Ahem. Ed.)*



WHAT'S WHAT

TITLE	Exile
PUBLISHER	Audiogenic
PRICE	£25.99
FORMAT	ST & Amiga
RELEASED	Late June

GRAPHICS 85 ADDICTIVENESS 88 SOUND 86 EXECUTION 89 OVERALL 88


HYDRA™
In the 21st century, you have to fight fire with fire.
Nothing is safe from vicious terrorists who rule the skies and the seas.
When an ultra-sensitive top secret package absolutely, positively has to get through, there's only one man for the job – YOU!
Codename: HYDRA
Doomsday Devices, Crown Jewels, Mutant Virus Strains – they all need to be loaded on board your special craft and rushed to their next destination.
Your missions will take you all over the world, and it's not plain sailing!
Using your Hydracraft's supercharged speed and fire power, you must blast your way through enemy jet skis, helicopters, boats, zeppelins and hovercraft. And to make your life really difficult, a terrorist mercenary – The Shadow" – lurks at every corner ready to steal your precious cargo.
Heart-pounding excitement, explosive action and superb sound and graphics – HYDRA delivers!
A perfect cure for the Summertime Blues!
Based on the smash hit coin-op!
Stunning speed and graphics!
HYDRA
TENGEN
The Name in Coin-Op Conversions
Available on Amiga, Atari ST, Commodore 64, Spectrum & Amstrad
Programmed by Ice Software ©1991 TENGEN Inc. All rights reserved.
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Amiga Screenshots
ICE SOFTWARE
DOMARK

I PLAY 3D SOCCER

***David McCandless* has always fancied himself as another Gazza. Having 'knocked off' the local green grocer, he started frantically peeling onions while singing *Fog on the Tyne*. But this made him cry, so he turned to *I Play 3D Soccer* instead.**





***I Play 3D Soccer* is a new approach to football games. Instead of being an animated version of *Subbuteo (Kick Off)* or a sort of sideways avoid 'em up (*Manchester United*) or crap (*Italia '90*), it's venturing into simulator land. It has a first person view, vector(ish) graphics and involves a necessity to think rather than tackle and dribble all the time.**

On the options front, you can either play the computer or a chum (on a split-screen), then you choose your team, their strip and the position you want to play (except for goalie). You can alter the length of the seconds in the game, so time will ooze or fly by depending on your setting. Then you march outside and onto the pitch...

You control a single player and, as you turn, the whole pitch rotates around him. Pushing forward on the joystick causes your player to canter forward, while a quick nudge back swings him about face. Fire makes him either kick the ball very hard or kick the player with the ball very hard, depending on the situation. Pull down and fire and your player raises his arm in an "on me head, son" gesture which will cause your team mates to pass the ball to you.

When you gain possession you can either panic and kick the ball in a random direction, cry and become a very poor popstar, dribble or run on into a space and then pass it. If you run on, then your team mates will join you for support. The ball sticks to your feet so there are no worries about losing it by fumbling. When you shoot, a small, yellow target appears. You must aim quickly and let off the looping banana shot you had planned (ahem). When the ball goes off you can change player by selecting a number. So if an attack is on, you can become a defender, and if you're 'pushing up' then a quick transformation into centre forward is recommended.


Time to spit, pick your nose, scratch your crotch and compose your next song...

WHAT'S WHAT

TITLE	I Play 3D Soccer
PUBLISHER	Simulmondo
FORMAT	ST/Amiga
PRICE	£24.99
RELEASED	Out now

Macca: To play *3D Soccer* you have to develop a proper footballer's mentality. This does not mean you have to have spiky hair at the front, curly at the back and enjoy Luther Vandross tunes. Nor does this mean you have to run spindly-legged towards the ball, hacking at shins, scream when you get it and toe-punt it blindly out of play. You have to think. Football is a thinking man's game. (*Is it? Ed.*) Instead of hogging the ball you have to think about your position, ponder over where you're passing it and consider the space you want to run into. When a foul is called you must think to headbutt the ref. Then you must think of something really sad so you can cry when you're sent off and gain the sympathy of a nation.

3D Soccer impressed me instantly with its depth of detail. Seconds into the game I was caught in an offside-trap. Then I found myself taking a free kick – the other team formed a wall and my team mates rushed around for position. It's all good fun to watch and there's even a match replay feature for 1 meg Amigas, allowing you to view the match critically and re-live those excellent fouls. The moving pitch is also excellent – when you sprint forward the pitch rolls under you very convincingly. You can raise the elevation of view and zoom-in on action elsewhere on the field.

On the gripes front I found the abrupt turning circle very disorientating, and although there is a 'radar' system, it's very easy to lose track of where the hell the ball is. The graphics are well done, but they do suffer from simulator-bane, namely suddenly becoming bigger and smaller as the distances change.

It's also a very tricky game to get used to playing. It takes a while to realise you get nowhere running after the ball all the time or dribbling madly down the pitch. No, the real skill is learning to find a space, timing your calls, controlling the ball, tackling and shooting. In fact, skills you need to play soccer in 'the outside world'. And *3D Soccer* is about as realistic a football game as you will play on the computer.

GRAPHICS	80	ADDICTIVENESS	83
SOUND	85	EXECUTION	86

OVERALL 85







SPECIAL

So why've we devoted all these pages to games we've already reviewed? Well, the ZERO weirdometer has been wavering about near the top of its scale this month. So why've we devoted all these pages to games we've already reviewed? Spook! That's *deja vu*! We suggest you brace yourself against a reassuring piece of furniture and check out the following (unusually large) selection of games which we've seen before on other formats, but were just too good to pass by.



F-29 RETALIATOR

Ocean/£24.99/Out now

Right...bogey at 3 o'clock. Where's 3 o'clock? There he is. There! Turning right... sorry, I mean turning West North West...heh ho! He's diving, the blighter! Time to dive. What do I need? Hmmm... Amraams – no. Mavericks – no. Cannon – no. Fire-bolts – yes! Target. Got him in my sights. Die, die, die – whaaaat? What's that in front of me? Looks like...a... mountain. A MOUNTAIN!! PULL UP!! Waaaahhhh!!! That was close. Phew! What's that bleeping noise? Wossat flashing? LK – what does that mean? MISSILE LOCK! Two bogies behind me. I need some chaff. Chaff, chaff – WHERE'S THE BLOODY CHAFF? There. Got it. Phew! Right, where are those Mig-scum? Hmmmmm. Behind me. Tricky one. Time for the old 'inverse Immelman flip right looping turn' ploy. Heeere goes. Wooo... Oh dear. Yes, I know I've stalled, thank you. Yes, I know the ground's hurtling towards me at Mach 1. Oh... hello, I'm hit. I've lost my radar. Time to PANIC!!! Aargh... Lost control. Macca to base. Out of control. Gonna crash. Am bailing out. Wilco, roger and out...er, base? How do you eject? Bleeeeeeeeeeeeeeeee... [SOUND OF MASSIVE EXPLOSION.]"



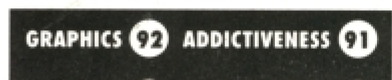
Macca: That commentary was taken from the black box recording of my first mission with PC *F-29*. Exciting or quoi? Apart from allowing me to brush up on my swearing, prac-tising my "Wooooaaaahs", and mastering the art of the monitor-duck (when you duck and dive your head and shoulders to avoid buildings and enemy planes, even though they're only illuminated picture elements on a monitor).

It also gave me a chance to get my sweaty digits on a mouse. Normally, of course, I'm a joystick man, but a high-resolution mouse on a high-resolution drop-leaf table was a revelation. Right mouse button selects weapon, left lets it fly. With the mouse firmly in your palm, the plane becomes an extension of your wrist. Those hairpin manoeuvres and precision sound barrier shatterings, usually the domain of those plucky Red Arrow chappies, are now yours to perform.

The (sshhh...) Gulf War has given a new perspective to flight simulators. We all saw the videos of high-precision missile attacks and among the 90-plus missions set in Arizona, the Pacific, Europe and the Middle East are some uncanny parallels. In Operation 'Warrior', for instance, you must destroy a processing plant believed to be developing chemical weapons. Hem, hem.

Of course *F-29* was designed well before the Gulf Crisis. The game is more of a peep into the future, with you flying one of two new high performance fighters that don't even come into service until 1994. The main development in the PC version of *F-29* (and it's a big gold star for realism) is the speed. The game moves at an amazing velocity – the horizon swings alarmingly fast, the landscape burns along and the graphics hurtle towards you without a single jerk. The opposing aircraft scorch across the sky like bullets and if you stall at 23,000 feet the ground rushes up at an incredible pace. Add to this a rather innovative use of head to head option (including modem linking!) and you've got no holds barred, chocks-away fun for arcade dogfighters and an intense, earnest simulation for cockpit strategists everywhere. Something for everyone!







OVERALL 94

F-15 STRIKE EAGLE II

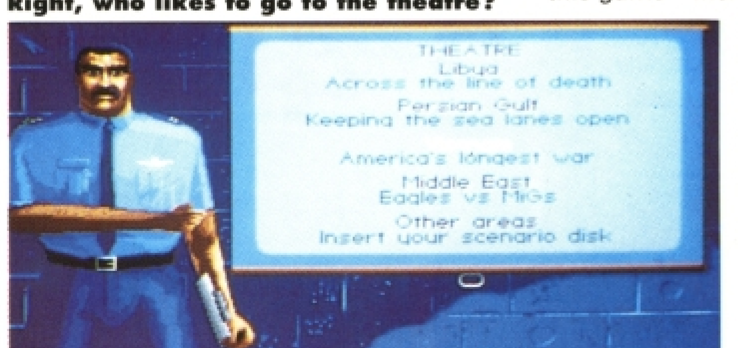
MicroProse/£34.99/Amiga out June/ST out August

Duncan: Hands up who wants to be a fighter pilot? Hmmm. Quite a lot of you apparently. And some of you seem to have both hands up. Does this just mean that you're extremely keen to be a fighter pilot and want to emphasise the point, or does it mean that you want to be *two* fighter pilots. Yes? Well, stop being silly and put one of your hands down because it's impossible to be two fighter pilots at the same time (although it is possible to be half a fighter pilot, just look at Douglas Bader). Anyway, so we all want to be fighter pilots do we? Good, because we're about to move into the realms of fast-moving modern air combat (yet again). In fact, in as far as flight sims on the Amiga go, you're about to witness the fastest one you've ever seen – in terms of both frame update *and* action.



The layout of the cockpit is instantly recognisable to anyone who's familiar with MicroProse flying games. It's got a good formula and it's sticking with it. You've got your zoom-in-and-outable satellite map on the left, your target module in the middle and, well, for want of a better word, your 3D-radar-cum-target-ID-doobrie in the box on the right. Toggle the keys and you can cycle through any air or ground targets (if they're within range). And the HUD – that's the same as other MicroProse HUDs too. Well, almost. In fact, you may be thinking that it's all just like *F-19 Stealth Fighter*. And yes, to a certain extent it is. But only to a certain extent. Where *F-15 II* starts to break away from the mould is in the gameplay stakes. It's more arcadey. Rather than taking off from A, flying for ages to B, flying for ages to C before being chased (for ages) back to A, it's more a case of taking off from A and instantly being in the middle of a frenzied dog-fight. B and C are still there to be destroyed of course, but the emphasis is on frantic action rather than time-consuming realism. (Unless you don't want it to be, in which case you can always piddle around on the options screen.) Are you into landing planes? Great, you have control. Hate landing? Let the auto-pilot do it. And so on.

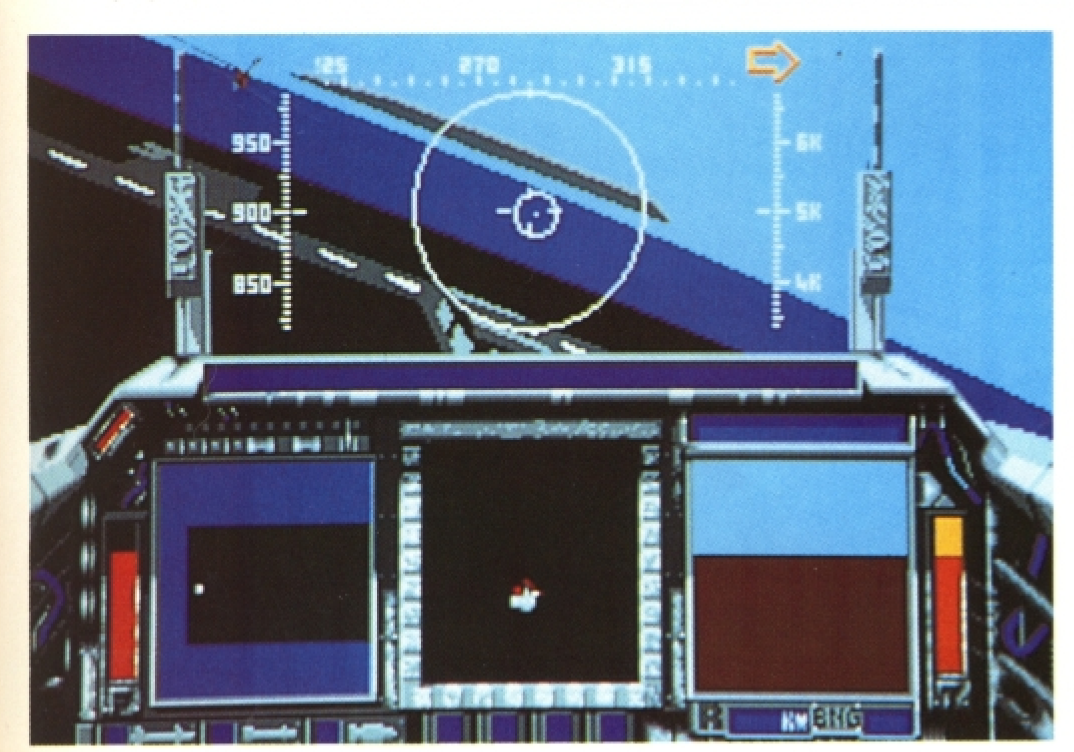
Right, who likes to go to the theatre?





This is for choosing the Jasper Johns wallpaper.

As usual, MicroProse has included a bevy of external views – 10 in the case of this game – including a rather brill 'director' option which flicks from view to view, but always keeps your plane in the centre of the action. That's the stuff! Something else that's new is the number of scenarios. Four? No. Five? Guess again. 30? Now you're going over the top. There are six. (The Persian Gulf, Central Europe, North Cape, The Middle East, North Africa and Vietnam; and as you may know, MicroProse 'worlds' are massive). There are literally hundreds of different missions, but that doesn't mean that you can complete one and say "been there, seen it, done it". Nothing of the sort. The artificial intelligence routines of the enemy pilots have been zapped-up you see, meaning that a mission will play totally differently if you try it a second time around. What with the difficulty levels catering for beginners and experts alike, the enormous size of the scenarios, the beautiful graphics and the superfast animation, this incarnation of *Strike Eagle II* is... well, suffice to say that a male Alsatian would find them wobbling between it's rear legs. It's the dog's... er... it's GOOD!



Hi. Welcome to LBC Radio's flying eye... ***waahh!*** **Someone's shooting at me!**

GRAPHICS 92 ADDICTIVENESS 92
SOUND 85 EXECUTION 92



PGA TOUR GOLF

ZERO HERO



"Six.. er, five... er, oh yeah... Fore!"





Oh... a lovely chip to the green by the man in the ridiculous checked trousers.

Electronic Arts/ £24.99/Out now

AMIGA

Dunc: The first thing I have to say about the Amiga version of *PGA Tour Golf* applies to the PC original as well – it concerns the putting sections, which are to my mind a bit annoying... but I'll get to that later. The second thing that springs to mind about the game is that it's the best golf sim available for the Amiga to date. If you want to know the ins and outs of the game, read on. If you already know where it's at, then go and buy the thing as soon as is humanly possible. It's as simple as that. Okay. So here goes with the ins and outs...

Well, we all know about power-meters in golf games, don't we? The people behind *Leaderboard* invented the power-meter ages ago, got it right first time and everyone else has been very sensible to stick with the same basic format ever since. As the *PGA* power-meter is no exception, no further explanation is required on that front.

But what makes the game so skill? Well, basically, loads of things. First thing is the 'walk-through' animated opening sequence on each hole. The 'camera' homes in on the green, pans around so your back is towards the tee and then winds back along the fairway until you reach the starting point, where your golfer sprite is sproinged into place ready to take a drive. So there's no more "Eh? Is that bush in front of that tree or what?". There's no more "I don't quite understand which way I've got to aim to get between those bunkers". None of that, because you've just 'walked' the entire course backwards and have a total 3-D understanding of what's what (and more importantly, what's where). So much for that then.

But what other goodies are there? Well, after taking a shot you see your ball hack up into the air (as with all golf games) but the brilliant thing is that the computer then switches to the landing point and you can watch at close range as your ball hits the deck, bounces awkwardly and plops into a bunker (or wherever, depending on how crap you are). "Big deal," you may think, but believe me – it adds tons to the atmosphere. What else? Well, the general behaviour of the ball is excellent – it acts pretty much like a golf ball should act. Backspin, the works.

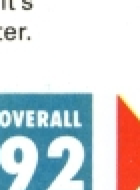
What else? Well, there are all the options you could hope for, including several 'special' shots such as Chip And Run, where, if you've read the slopes correctly, you can hit a nine Iron from the rough onto the green and watch the ball roll some distance before plopping into the hole. Satisfying stuff if you get it right. Oh, we're at the green, aren't we? And I whinged about the putting sections, didn't I? Well here's why. When you're within 'potting distance' a large contoured graph of the green pops up and you almost have to reach for a calculator and protractor in order to suss where the ball is going to go. This interferes with the fluidity of the game as a whole and makes you feel like you're playing a sort of 'sub-section'. It would have been much nicer if there was a contour grid overlaid on the green proper – and some kind of incline indicator to indicate slope direction (like in Accolade's *Jack Nicklaus Golf*). It's the break in play as you grapple with the graph that spoils things a bit. But only a very teensy bit, though.

HASSLE FACTOR: 0

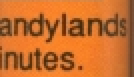
The quickest screen updates in the golf sim world. How does two seconds sound?

Anyway, the rest of the game's so smart that even this niggle doesn't drop *PGA* below ZERO Hero status. Oh, and the sound's good as well, not that there's much of it. Mind you, what extra effects could you put into a golf sim? The distant boom of a mid-air collision between two low-flying RAF Tornadoes or something? Nah, *PGA*'s pretty neat as it stands. In fact, here's an advertising slogan I prepared earlier: "*PGA* – it's PDG!". Hey! I could be a copywriter.
(I doubt it very much. Ed.)

GRAPHICS	90	ADDICTIVENESS	94
SOUND	85	EXECUTION	90




OVERALL 92





STRATEGY...REALITY...
MEGATRAVELLER 1
MEGATRAVELLER 1 THE ZHODANI CONSPIRACY
Heralded the American computer role-playing game of the year!
Based on Megatraveller by Game Designers Workshop, the world's most popular science-fiction gaming system.
The most sophisticated character generation system ever devised: five military classes, more than seventy talents and abilities. Allows player to control character development through five services: Army, Navy, Marines, Merchants and Scouts.
Twenty-eight planets and satellites to explore in eight systems filled with exciting puzzles, dangerous subjects and interesting characters to encounter.
"Megatraveller 1 is one of the best science-fiction role-playing games ever for the computer"
"Megatraveller 1, a game that truly warrants the highest level of praise, the attention to detail makes it exceptional"
(Quotes taken from Dragon magazine US and Quest Busters magazine US)
Amiga and ST implementation by STeVeN Green
STRATEGY
IBM PC SCREENS SHOWN
TAKES SCIENCE FICTION ROLE-PLAYING LIGHT YEARS FORWARD
TEAM YANKEE
SO REAL YOU CAN SMELL THE SMOKE
The no. 1 best selling book has now turned into the no.1 best selling game
Team Yankee is the definitive action simulation of modern tank warfare.
"Team Yankee.... the critics' choice"
Team Yankee is designed to test your leadership and tactical skills to the quick.
AMIGA FORMAT
Team Yankee presents a game, in a sims clothing, which when dealing with tanks has to be the perfect approach!
ACE
The blend of thought and reflexes required to play Team Yankee is exactly right!
ST FORMAT
Hunting the Red Bear has never been so much fun!
You won't be able to tear yourself away from Team Yankee!
STRATEGY PLUS
This is a game and a half! The use of four screens in one is simply brilliant - at times it's almost like playing on four computers at once! I quickly found myself hooked on a genre of game which previously held no interest.
AMIGA ACTION
The tanks have been superbly animated, with great attention to detail! This has to be a must for everyone!
SO REAL, YOU CAN SMELL THE S
TEAM YANKEE
SIMULATION
EMPIRE
EMPIRE SOFTWARE, 4 THE STANNETTS, LAINDON NORTH TRADE CENTRE, BASILDON, ESSEX SS15 6DJ. TEL: 0268 541212
AVAILABLE NOW FOR
ATARI ST, COMMODORE AMIGA AND IBM PC & COMPATIBLES



CENTURION

Not so much Veni, Vidi, Vici as weeney, weedy and weakey, *Lord Paul Lakin* grabbed a bottle of Chianti and his trusty short sword before having a roam (groan) through EA's *Centurion*.

What do you mean, you can see a periscope?

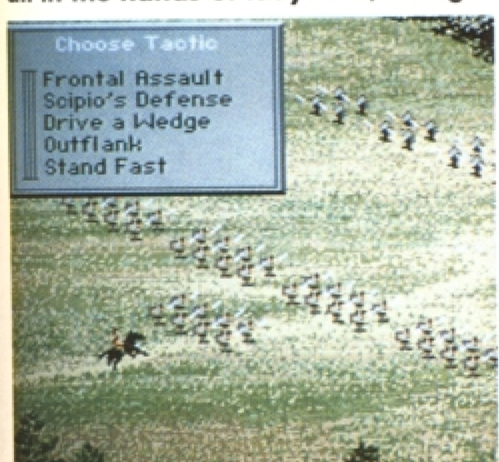
Electronic Arts/£24.99/ Out now

Rather misleadingly *Centurion* is subtitled *Defender Of Rome*. Misleading because this game isn't so much about manning the barricades round the Colosseum as trashing all your neighbours and then making them pay for the privilege. More of a Paxo stuffing than the Pax Romana. Ah well, attack is the best means of defence.

Starting as a humble but ambitious Centurion in charge of one legion you set out on the campaign trail. On first meeting your potential constituents you can have a quick chat in an attempt to convince them of the benefits of civilisation. If this works, then you can form an alliance and all's well (and still taxable). However, since replies tend to be along the lines of "Begone dog, I spit on your Roman nose and urinate in your Public Baths", you tend to find yourself having to beat them into submission, which is a great deal more fun anyway.

HASSLE FACTOR: 1
Nothing that Caesar couldn't handle.

Your control of the combat sequence is fairly limited. First you select a formation (balanced army, strong right, etc) and then a tactic (Scipio's Defence, Drive A Wedge, Outflank and the like). After that it's all in the hands of lady luck, though



Where's the *Lakin's Retreat* option?

she tends to be on the side of the big battalions. Once a battle is won, the province you fought over is yours and you can start looking covetously at your next target.

Any economist will tell you that there's no point having a population unless you tax them to within a inch of rebellion. Therefore your new constituents' first introduction to the Roman world is when the tax forms start dropping through their doors. This money can be used to bring you legions up to full strength or fund new legions. If you're really ambitious and can't be bothered to wait for the channel tunnel then you can even start constructing a fleet. Since you don't fully rule the waves this is likely to lead to more fighting and that dreadful sinking feeling.



Paul: Ah, the Romans – they knew a thing or two about living. In the glorious days of the Roman Empire you could let the slaves do all the hard work, while you ate and drank yourself stupid at the sort of orgies that you only see nowadays on the cover of the *News Of The World*. Ah, give me a toga, a flagon of wine and a few High



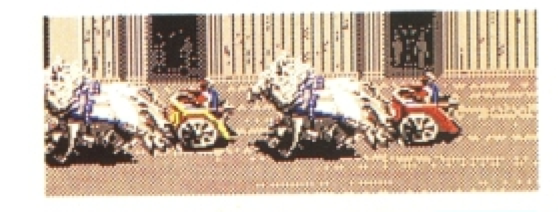
Looks like those *and* a sharp tongue? Blimey!

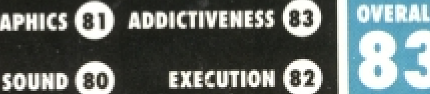
Priestesses Of Venus...

Centurion doesn't give you any of that, but it does give you a lot of fun of a more rough, tough, gruff, soldiery sort. It's not the world's most demanding strategy game. The combat section, particularly at sea, is very limited. Although the graphics are very sweet, in a *North And South* sort of way, the lack of player involvement will probably prove frustrating to most serious strategy buffs. Equally the economic/ political elements are pretty basic, largely a matter of raising and lowering taxes and staging the occasional circus. It does tend to get a bit samey. The chance to engage in the occasional spot of gladiatorial combat or chariot racing adds some variety to the proceedings, though the combat system is a tad limited. The purpose of these combats is, rather like your modern day gameshow, to distract the population from the misery of unpopular taxation and unsuccessful war. However, they don't exactly boost the tactical complexity of the game. Surely dominating the known world was a bit more demanding than that.

Ah, but I'm not a great strategy buff. Any time I try to play a serious wargame I find that Seventh Platoon, Fourth Brigade B Division has run out of diesel fuel twelve miles short of Vladivostock with only three bullets and a rusty pencil sharpener to defend themselves against an oncoming, highly armed enemy. Perhaps that's why I enjoyed *Centurion*. What it lacks in hardcore strategy it makes up for in fun. A combination of entertaining graphics (especially the elephants) and straightforward playability make the game a lot of fun.

When *Centurion* first appeared on PC we played it to death, but the Amiga version, rather than being greeted with yawns of "Been there, done that, naff off", soon had us all reaching for our togas. Not an earth shattering game but good fun nevertheless. The chance to conquer the known world, plunder the Swiss and tap off with Cleopatra into the bargain. What more could you ask for?





OVERALL 83

SKI OR DIE

Electronic Arts/£24.99/ Out Now



Jonathan: I think I'd rather die, actually, skiing not really being up my street. But orders are orders, so skiing it is. *Ski Or Die* is one of these 'multi-event' games, which probably means I'm going to have to list all the events. (*I think you'd better. Ed.*) Right, there's Snowball Blast, a sort of *Operation Wolf*-style snowball fight; Innertube Thrash, where you slide down a hill on an inner tube; Acro-Ariels where you ski down a slope and do a flash jump; Downhill Blitz where you've got to make it to the bottom of a hill without crashing too much and Snowball Half-Pipe, an into-the-screen bit. So it hasn't got much to do with skiing at all. That's all right then.



Ski or die, huh? Well, in that case...

The graphics are nothing short of okayish, with the nifty animation just about saving the day, and there are some slightly crap sound effects too. Overall presentation is a bit shoddy. So what, if anything, has *Ski Or Die* got going for it? Erm, it's quite good fun to play, I suppose. The snowball fight is probably the best bit, while the rest don't really have much to offer at all. So if you're into snow in a big way, *Ski Or Die* may well be your bowl of Frosties. And if not, it obviously won't be.

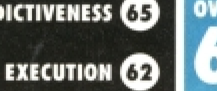


I've got a really nasty feeling I'm gonna die!



In a hail of snowball fire!

GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
74	65	69	62	69



SUPREMACY

Virgin/£34.99/Out Now



Jonathan: We got rather excited over the Amiga version of this, which isn't entirely surprising as it's fab – a sort of ultra-complicated (only it's not really) space strategy game where you've got to juggle populations, troops, space ships and even whole planets in a bid to become the Most Important Person in the Universe. (There are actually quite a lot of these sorts of games coming out at the moment, aren't there?)

The great thing about it is that, unlike most of these games (which usually have hundreds of numbers and stuff to fiddle about with), it's not overwhelmingly complicated or unapproachably, erm... well... unapproachable. This is due partly to the slick graphical interface, but mostly to the idiot's guide in the manual which leads you by the hand through the first wobbly steps of galactic domination. You simply can't go wrong. Until, that is, the guide dries up just as the first battle's about to begin, whereupon you've got serious probs.

The really fab thing is that the PC version is just as good as the Amiga one. As long as your PC is suitably endowed with expansion cards you'll be able to bop along to the sound effects and raise your eyebrows slightly at the colourful, attractive and neatly animated graphics. Three words sum up *Supremacy* – big, engrossing and wellworthgetting.

GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
90	90	87	92	91





One day all this could be yours.

SPIRIT OF EXCALIBUR

Virgin/£29.99/Out Now



Jonathan: This one's all to do with knights in shining armour. You're actually one knight in particular – Sir Constantine, the successor to King Arthur – and you've got five tasks to complete before doing battle with the offspring of Mordred (King Arthur's bastard son). (*Steady on! Ed.*)

It's a role-playing/strategy game that's a bit like the ancient *Defender Of the Crown,* but with lots of plot and stuff spooned onto it. The result is a heady mixture of nice pictures, role-playing, arcadey bits, character interaction and magic spells which all blend into each other better than might be expected. In fact it all bears an uncanny resemblance to the original PC version, and it's just as much fun.

The only major problem is the incessant disk accessing and swopping – the joy of something exciting happening tends to be offset by a ridiculous juggling act involving three disks.

GRAPHICS	ADDICTIVENESS	SOUND	EXECUTION	OVERALL
91	81	78	82	83

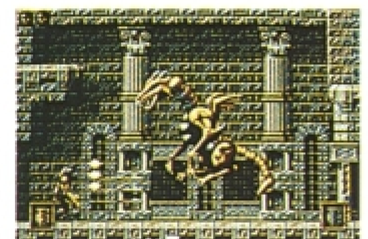




Post-Arthurian Poll Tax collectors.

SPEND SPEND SPEND!!!

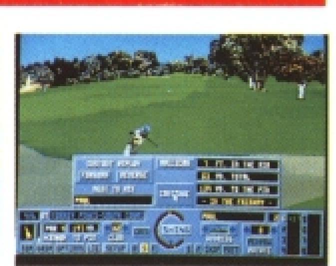
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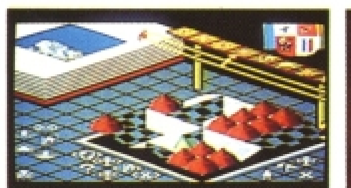
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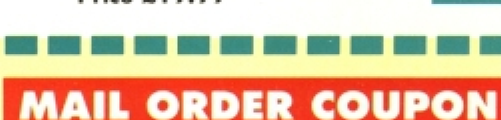


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I'VE GOT THE POWER!*

BE A MEGALO-MANIAC FOR A DAY!



YOUR WISH IS MIRRORSOFT'S COMMAND

The trouble with most games is that, having saved the world from the marauding aliens/ forces of darkness, you've then got to hand it back to the ageing monarch from whom it was originally wrenched and be content with a pat on the back, the adulation of the people and perhaps the odd purse of gold. Not so in *Mega-Lo-Mania*, Mirrorsoft's fab newie. The world is yours to keep, and you can do just what you like with it. (Hur hur.)

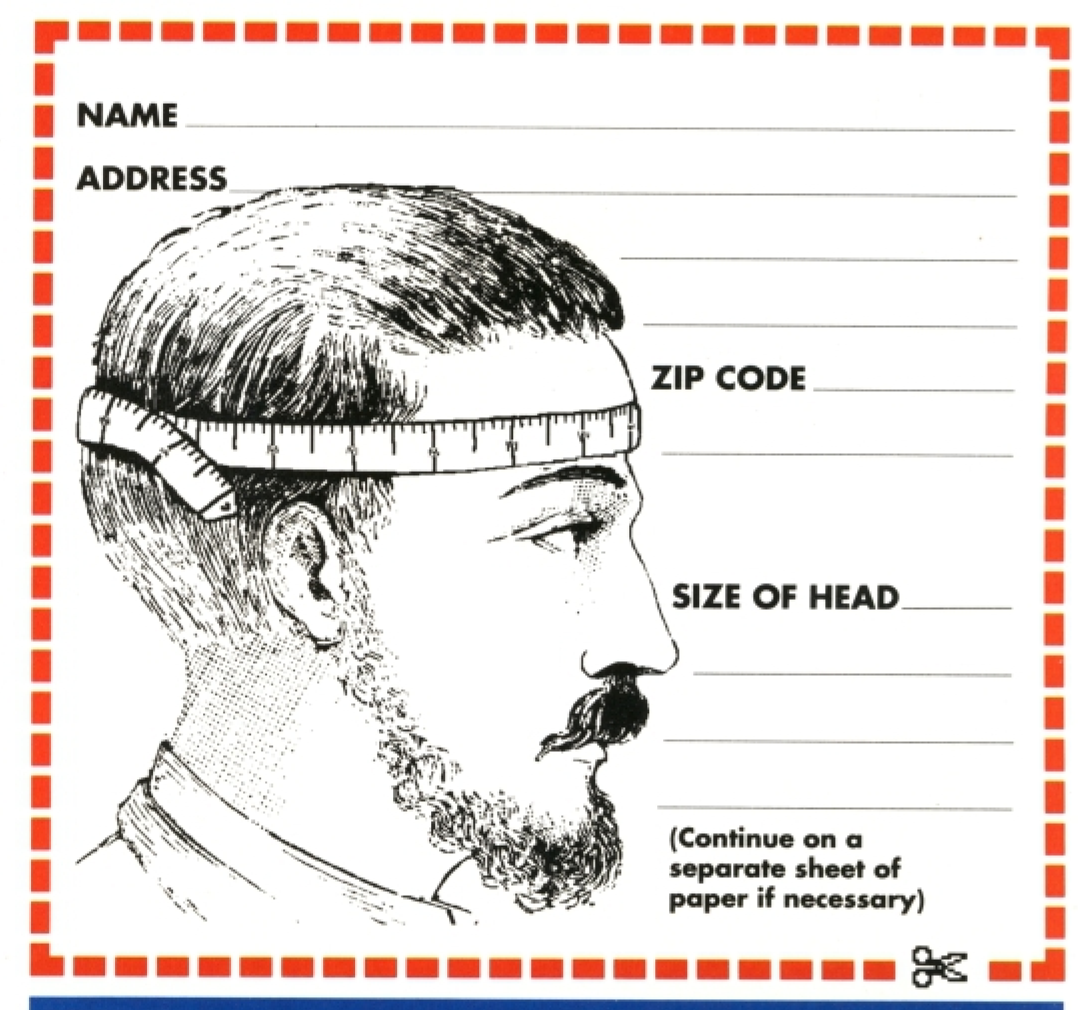
And the thing is, Mirrorsoft has offered to give rather a corking prize away, perfectly tailored to meet the needs of the modern egocentric. Win our compo and become a megalomaniac for a day (a bit like they once did on *Jim'll Fix It*, only better). You'll get:

1. **A chauffeur-driven limo to take you wherever you like**
2. **A 'lackey' to pander to your every need (Mirrorsoft's gorgeous, pouting Cathy Campos)**
3. **Lunch at the restaurant of your choice**
4. **The freedom to demand any Mirrorsoft games you fancy**
5. **£500 to splash out on anything you like**
6. **Coverage of your exciting day in ZERO**

Admit it – it's got to be the best prize ever! And, what's more, the 10 runners-up, the ones who don't quite make it to the top, will receive a selection of self-improvement books so they'll be in with a better chance next time. *(Next time? Mirrorsoft.)*

SO WHAT'S GOT TO BE DONE?

It's simple. What you've got to do is tell us the circumference of your head. (That's the distance round it from one ear to the other and back to the first one again.) Jot the answer down on the form, along with your name and address, pop it into an envelope and send it to **Oi, Postie! Get A Move On, I Haven't Got All Day, And Tuck Your Shirt In, ZERO Compos, Dennis Publishing Ltd., PO Box 1EA, London W1A 1EA.** The person with the biggest head will win the top prize, and the 10 next-biggest get the books.



NAME ____________________

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SIZE OF HEAD ____________________

(Continue on a separate sheet of paper if necessary)

RULES
1. Employees of Dennis Publishing and Mirrorsoft can take their insatiable appetites for power elsewhere.
2. Entries received after 30th June 1991 will be sent on a one-way ego trip to the moon.
3. Cross the Ed and he'll burn your house to the ground.



*Hopefully

SHORTS

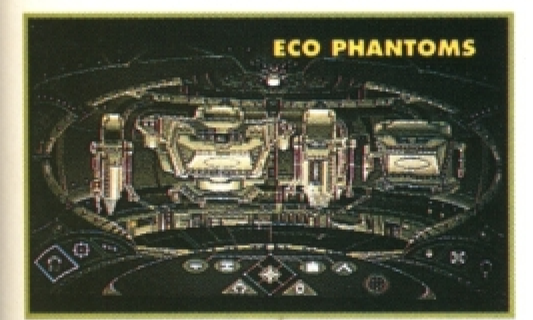
In the good old days shorts were big, baggy cotton things. Nowadays, they're silly bits of nylon that barely reach your... oh never mind. By contrast, ZERO's Shorts have got bigger. Not simply a list of 'also rans', we aim to comment on games that were too late, too well wrapped, or simply too crap.

As you may have noticed from the rest of this issue it's been quite a busy month for old(ish) games appearing on new formats. Two from Mindscape were **Das Boot** and **Blue Max. Das Boot** was a fairly exact conversion from the PC maintaining the clear graphics and impressive detail. It also maintained the 'long boring bits' between the bursts of excitement. Ah well, the film lasted six hours. **Blue Max** was less impressive with rather weak graphics and gameplay, especially in two player mode.

For the bearded amongst you, SSI has produced **Death Knights Of Krynn,** sequel to **Champions Of Krynn**. Although bound to be popular with hardened D&D enthusiasts, the game is unlikely to have the wider appeal of the same company's **Eye Of The Beholder**, reviewed on page 38. While we're Tolkein (groan) about Balrog-bashing games, Palace released Silmarils' **Crystals Of Arboria**. A fairly novel (French) approach with interesting graphics and a very basic combat system (owing much to the boardgame *Campaign)*. Straightforward gameplay may not be enough to make it appeal to gamers other than D&D nuts.

If you like your games to be of a more straightforwardly violent nature, then Domark's arcade conversion **Skull And Crossbones** might appeal. However, we were disappointed. The game had a rather childish look to it and tended to irritate rather than addict. Those who prefer their crime to be legitimised might take a look at **Champion Of The Raj,** which hurls you into the glorious exploitative days of Empire when chaps were chaps and slaves were slaves. It's an imaginative subject, a strange mixture of economic strategy and tiger-hunting arcade sections. It's been coded by adventure bods Level 9, and this shows in the comparatively weak arcade bits.

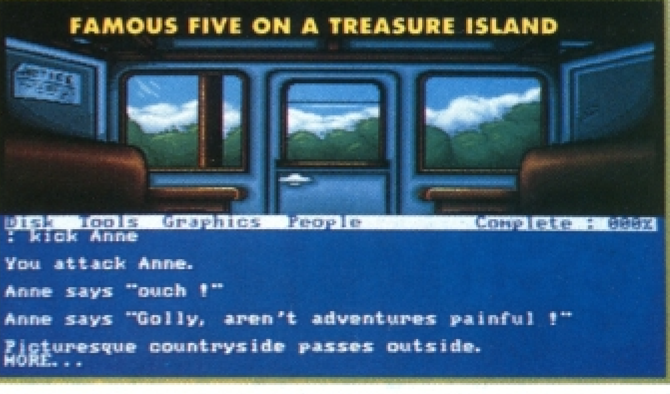
Electronic Zoo's **Eco Phantoms** places you on the flight deck of an Eco Zeppelin flying above the surface of a war-ravaged planet. With a whole host of different control sections to oversee, the game's more like a submarine simulator than a flight sim. Interesting graphics give the game a very Jules Verne look. It could also win an award for the most irritating security system known to man.


ECO PHANTOMS

Not much on the sporting front this month. **International Ice Hockey** arrived from Impulze complete with TV commentator, action replays, sin bin and rather thin gameplay. For the more sedate among you, Access has released a couple of data disks for its classic golf game **Linx**.

With excellent graphics and acres of gameplay **Cybercon III** plunges you into the heart of a defence complex (housing a computerised brain gone mad). Great stuff from the team that brought you **E-Motion** and **Vaxxine**.

For complete contrast you could check out **The Famous Five On A Treasure Island** (we kid you not). A fairly unexciting text adventure which probably only children will enjoy. However, those of us with childish minds were able to pass a pleasant few minutes making the sickeningly sweet kids swear outrageously while doing 'amusing' things with cucumber sandwiches.



FAMOUS FIVE ON A TREASURE ISLAND

We received three games from French company Loriciel this month. The best was probably **Builderland**, a cutesy cross between **Rainbow Islands** and **Brat**, with scrolling screen and numerous pitfalls. **Disc**, a future sport which takes the game of frisbee a few deadly steps further was enjoyable without being terribly addictive. **Quadrel** was a colourful puzzle game based around the theorem that you can fill in any shape of map with four colours without having two adjacent sections of the same colour. Challenging as both a solo and competitive game. E.A has also come up with a puzzler, but of a more dynamic type. Called **Lexicross**, it's a futuristic TV gameshow not unrelated to *Scrabble.* Think of it as *Countdown* without Giles Brandreth and you'll have some idea what it's like. (Not a lot mind you.) Phew, after all that lot I think we deserve a drink. STOP


BUILDERLAND

J. R. HARTLEY RECOMMENDS

Well, I must say how impressed I am with *Cruise For A Corpse* from Delphine. A really beautiful piece of software. And *Joe Montana* is a jolly enjoyable version of the game played by our American cousins. My only disappointment is that there are still no takers for the *J. R. Hartley Fly Fishing Simulator.* Any software company wishing to purchase the licence will be able to find my number in the Yellow Pages.



CELEBRITY GAME

THIS MONTH KEVIN COSTNER

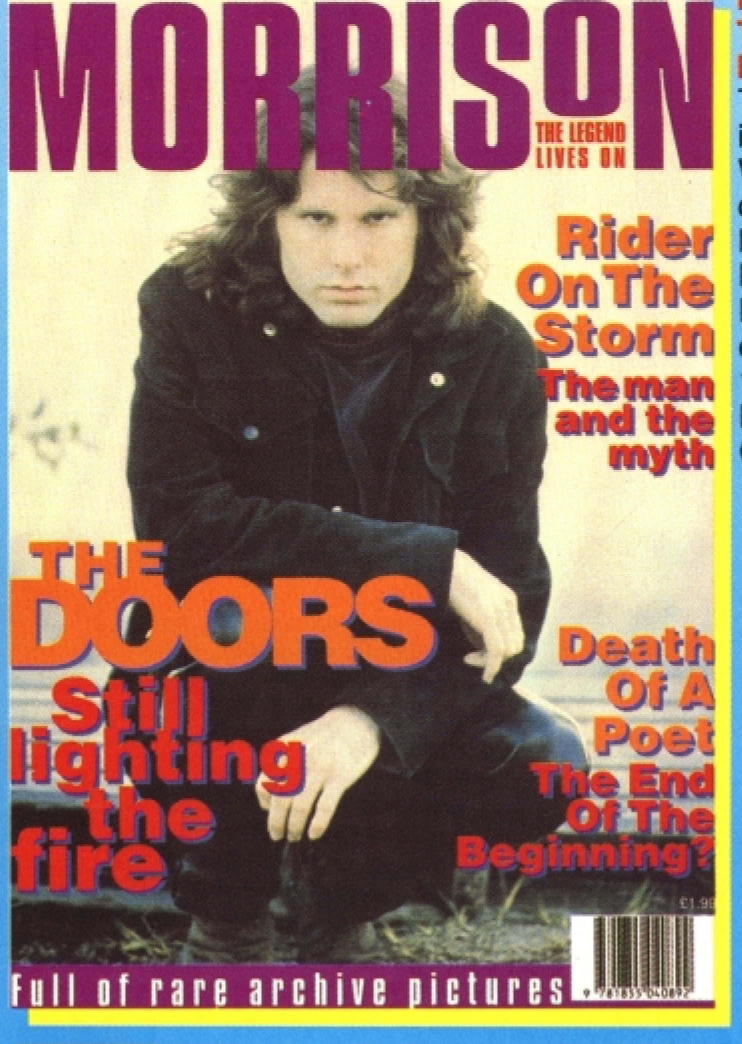
★ **My game of the moment is *North And South* which as a budget costs marginally more than a ticket to see my film *Dances With Wolves* which starts in the American Civil War and has won loads of Oscars.**

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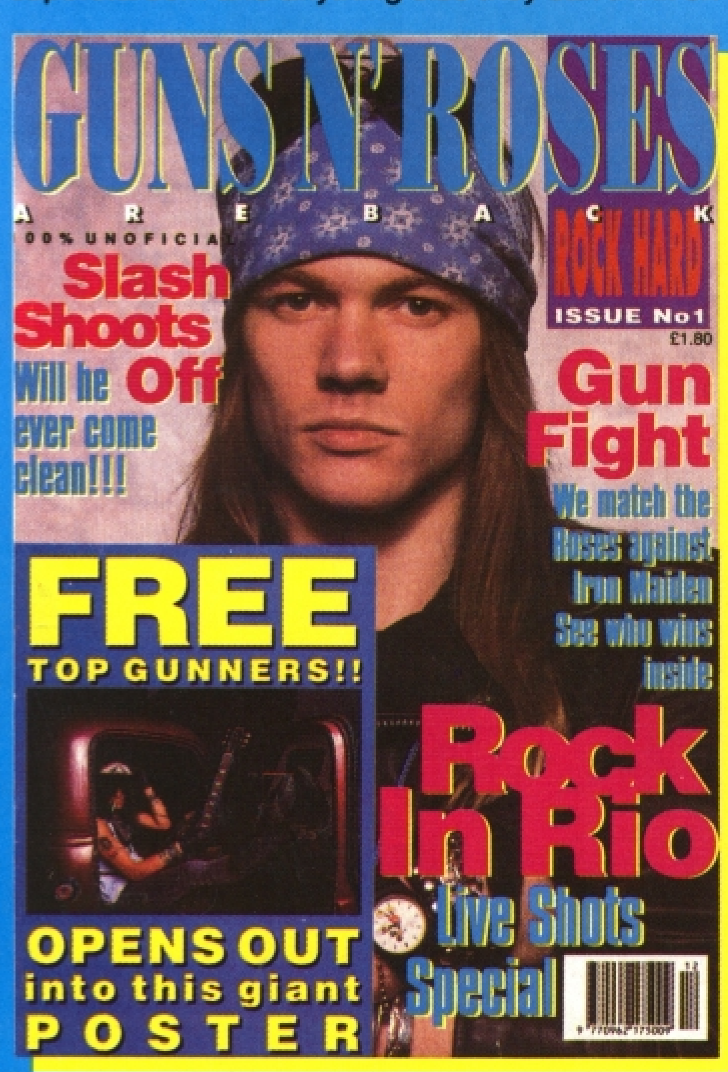
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ZERO

ISSUE TWENTY

CONSOLE ACTION

INSIDE

Another Lynx Price drop – what's the deal, then?

We check out Violent Soldier on the PC Engine

The Super Famicom software production schedule – yes, we've seen it!

Mega Drive's Wonderboy III reviewed

What's new on the Lynx

The beef on the Nintendo help-line

Plus news, reviews, tips and cheats

TOTALLY RAD!

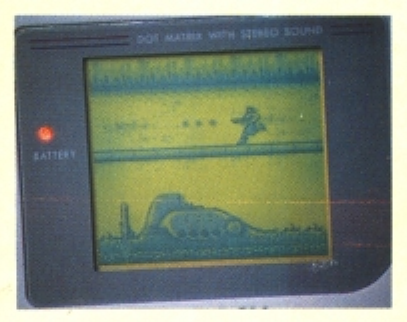
Inter-gallactic frolics with Nintendo's *Rad Gravity*

ATARI LYNX
NINTENDO ES
NINTENDO GAMEBOY
PC ENGINE
SEGA MASTER SYSTEM
SEGA MEGA DRIVE
SUPER FAMICOM

REVIEWED



PACMANIA
The little, pill-popping, yellow guy is back back back, in glorious 3D, on the Master System.



CONTRA
The Gameboy pumps some lead!

RAD GRAVITY

Activision/£29.95/NES



You are Rad Gravity, a guy with a silly name, a matching space suit and a taste for inter-galactic travel. You're a space explorer, in fact, and a bit of a bounty hunter on the quiet, but generally an all round good-egg. A series of missions throughout the solar system await you, but meeting your challenges won't be easy – the planets on your schedule are peopled by a bevy of rather hostile alien natives, who would have the greatest pleasure in popping your clogs.



Bounty hunter Rad stakes out another chocolate factory.

Early missions involve battling and leaping your way through planets in search of co-ordinates, but later on you've more pressing work to do – like saving your trusty computer from the grips of dastardly kidnappers and keeping tabs on a pirate ship that's winging its way through the galaxy on a secret mission.

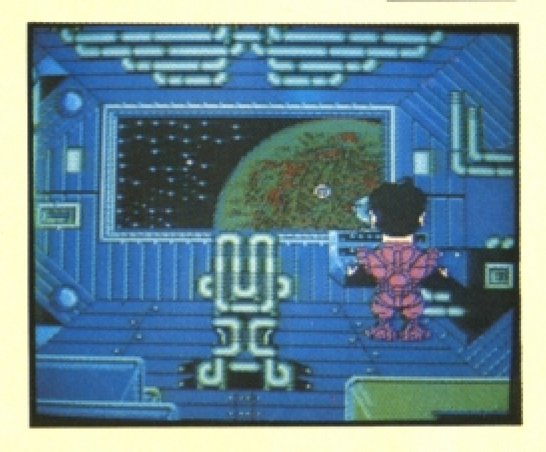
This is one enormous game – there's so much to see and do. At first you work through your missions in sequence, but as you complete them, more options of where to travel next become open to you – a neat touch that's guaranteed to keep your interest. Like we said, this is a big mutha of a game, and it's also fairly difficult. Completion will probably take longer than your average Nintendo game, and if you're looking for a challenge rather than instant gratification, you've come to the right place.

Your foes are a brilliantly varied bunch, giving you lots of different skills to perfect en route to getting the better of them, and the sheer range and variation of terrains to explore is just as impressive. The shooty-shooty, avoidy-avoidy part of play is fabulous and, coupled with a top notch batch of platform-style challenges and puzzles to grasp, you're looking at a very playable beast indeed.

The main things that set *Rad Gravity* head and shoulders above similar games is its wealth of brilliant, neat little finishing touches like the generous helping of humour and some superb animation. Look out particularly for the frantic bulls that chase you around in a late level (because you're wearing red, of course) and check out what happens when you leave Rad standing doing nothing for a while!

Rad Gravity is a fabulously original platform game, with first-rate gameplay and depth of playability you'd be more likely to find in a good computer game, than on an 8-bit console. Yet it has cute, neat and very well-executed graphics to boot and impressive control – that unmistakable Nintendo polish.

THE VERDICT 91



WONDERBOY III: MONSTER LAIR

Sega/£TBA/Mega Drive

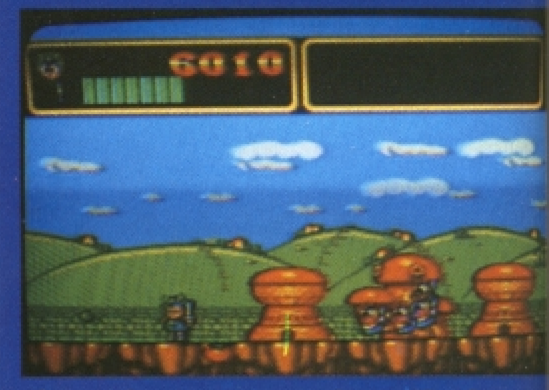
Hello. Wonderboy's girlfriend here. I've been kidnapped for the *third time*, and I'm bloody well getting sick of it. In fact, when he rescues me this time, I'm going to tell him it's over between us. Finished. Kaput.

Anyway, I've had a look at what you, the player, has in store as you guide my soon-to-be-ex on his latest quest, and I'd say that at least someone's going to have a good time – it's a bit of a corker. There's all the usual fayre you'd expect from a good-quality platform game –



Hurrah! It's Wonderboy astride a flying pink thing! (Blimey.)

tricky baddies, some quite neat puzzles and lots of things to collect. In fact, the range of weapons, shields and other gizmos in the power-ups are really, really cool and give the game a definite edge. The graphics are gorgeous, the enemies are really different and sprite control is pretty neat. Gameplay is great, too – this is one of those deliciously playable games that's never boring or repetitive, and is choc full of nice little touches to keep your interest. But the main prob, I'd say, is that it's a distinctly easy ride. I'm not just saying that because I like to see Wonderboy having a hard time – I'm serious. Sailing through level after level in one sitting could be a big turn-off for a lot



of you clever guys out there. The fact that there's a huge amount of continues to be had – most of them from exactly where you last copped it – doesn't help in these stakes.

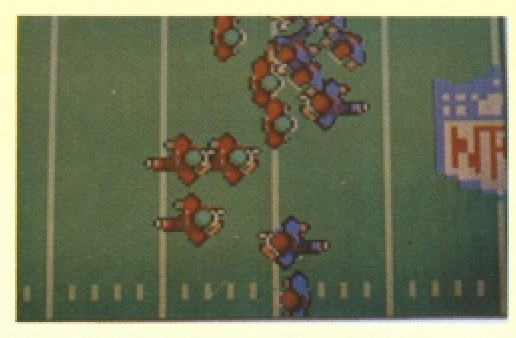
All told, it seems that although the game is enormously fun, the challenge factor is notable by its absence – and that makes a big difference to long term appeal, doesn't it, boys?

THE VERDICT 86

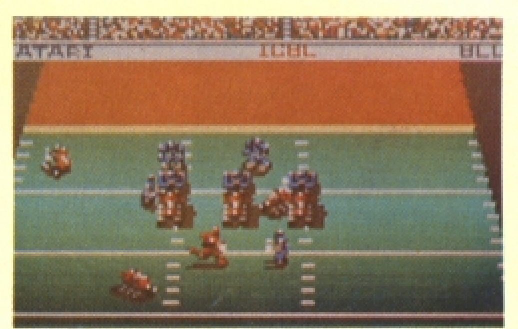
LYNX SOFTWARE BY THE BUCKETLOAD!

After a rather slow start in its infancy, the Lynx is now growing in terms of software support – those clever bods at Atari promise that by this Crimbo there'll be at least 60 titles available for your little treasure.

Future releases promise to include a big variety of stuff like sports sims, arcade conversions and all sorts of other tasty bits and bobs including *Bill And Ted's Excellent Adventure, Ishido* and *Viking Child*. Console Action will be letting you know what's hot and what's not the moment we get our sticky mitts on the carts, but in the meantime, here's a wee pictorial taste of things to come in the very near future...

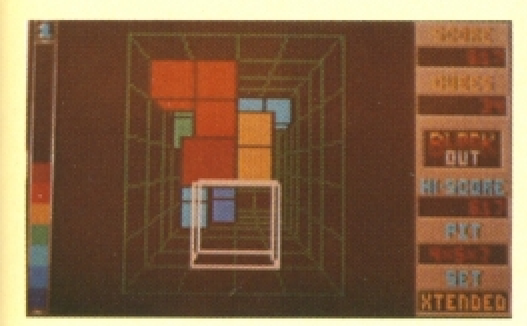


NFL SUPERBOWL FOOTBALL
Whip up some hotdogs and crack open a four-pack for some really hot 'n' heavy sporting action.



TOURNAMENT CYBERBALL
Talking of American footie, here's the same game played by robots. Futuristic sporting bloodshed ahoy!





BLOCKOUT
First there was *Tetris*, then *Welltris*. Now here's *Blockoutris* – sorry, *Blockout*. A treat for puzzle fans.



SCRAPYARD DOG
Despite the title, there are no dogs here. But there's plenty of cutesy arcade action used to full effect.

WORLD CLASS SOCCER
Another conversion of the Sega soccer coin-op. If you're still football crazy after last year's flood of titles, then here's your chance to be a footy hero without having to get a dodgy perm!



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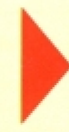
STUN RUNNER
If just looking at the picture makes you feel a bit queasy, imagine what the game'll do!



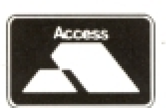
XYBOTS
Grab your weapon, enter an enormous network of mazes and brace yourself for some hot 'n' heavy combat.



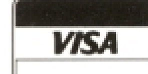
NINJA GAIDEN
Beat-em up frolics, just the way you like 'em. *(All this talk about frolics sounds highly suspect to me! Ed).*



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QUICKIES

We hear whispers from the far east that a Hong Kong firm is currently developing a *very interesting* little gadget for use with the Sega Game Gear – an adaptor that will enable you to play Master System games on your portable. One end will have a slot for Master system carts and the other fits into the cartridge port of your mini mean-machine.

Watch your local importer's shelves for the Turbo Tap. It's not, as the name suggests, a super-powerful faucet, but actually a handy PC Engine/ TurboGraphx-16 gizmo that enables up to five players to compete. It's currently wowing 'em in the States, where everybody who's anybody with a PC Engine is getting into some very hot fivesomes with the Turbo Tap and an all-new hit cart, *TV Sports Hockey*.

Disney characters are taking over the console world! Mickey Mouse and Donald and the Duck family *(Duck Tales)* opened the floodgates this year, and we can now look forward to pixellated appearances from just about everyone from Peter Pan and Snow White (on the NES) to the entire cast of *Fantasia* (on the Mega Drive).

If you're thinking of investing in an imported Super Famicom, but are wondering about software support, you'll be pleased to hear that we've secretly snaffled a copy of an official production schedule from Japan, and boy does it look cookin'. Over 30 titles are due for release by September, with a healthy balance between action games, RPGs, shoot 'em ups, sports and flight sims, strategy and arcade frolics. There are plenty of brand new titles, as well as familiar names like *Dungeon Master, Ghouls 'N' Ghosts, Zelda* and *R-Type* (the latter two of which are all-new, mega-souped up versions).

Three cheers for Nintendo for being the first console company to open a telephone help-line. The line is manned by a team of experts from Monday to Friday, 12 noon to 8.00 pm, and they're there to answer queries on any NES game, help you through a sticky spot, or just provide handy hints, tips and tactics. Give 'em a tinkle on (0329) 822662.

ANOTHER PRICE DROP FOR THE LYNX

Atari has announced a fourth (and apparently final) price drop for the Lynx. The glorious technicolour hand-held originally hit the market at £179.99, later dropped 50 big ones to £139.99, and finally settled at £99 at the beginning of this year (with the removal of the free *California Games* cart from the basic Lynx package). There was an amount of speculation, however, when the Lynx simultaneously dropped its price in the States to $99. "That's around £50, is it not?" noted international finance fans everywhere. In response to this, Atari bigwigs juggled some figures (like import taxes, profit margins, widget levies etc.) and concluded that if the American $99 Lynx were sold over here, it would cost $145. From this came the decision that, as of this month, the Lynx will be £79.99. For this new price, however, buyers will bag just the Lynx – not only does the free cart remain absent from the new package (as with the £99 job), but so too does the multi-player link-up cable and AC adaptor. To the uninitiated, this might look as if the saving of £20 has been helped along somewhat by the removal of these items but, of course, we'd all be wrong, wouldn't we?

With the money you save on the new Lynx, however, you can pick up a wealth of goodies from Atari's glittering new range of Lynx peripherals. There's all sorts of good stuff, like a sturdy carry case (for your machine and all your games and extras), a travel pouch (for the Lynx and a few carts), a sun visor for better vision in bright light (top notch), an adaptor that enables you to power your Lynx using a car cigarette lighter (another good one) and – well mercy me, I'll be jiggered, stab my vitals etc.– a multi-player link-up cable and AC adaptor. So, savings all round! You've never had it so good! Thank you Mr Atari, you're a star!



CONTRA

Nintendo/£24.99/Gameboy



Gryzor was one of those coin-ops that simply shouted "Feed me!". Well now your coins can stay safely in your pocket, because the Gameboy adaptation is here and it sure is smokin'. To heck with a scenario – let's just say that as the hero of this game, you're faced by five separate areas that are simply choc-a with enemy people and things just begging to have the living daylights blasted out of them. And, of course, when you've filled everything that moves (and some things that don't) with lead, there's still a cunning, crafty and ruddy big end-of-level boss to contend with. Just to make things even more interesting, there's neat power-up weapons to collect, and two levels feature a nifty semi 3D birds-eye viewpoint to save you getting bored of yer standard side-on view.

For a Gameboy game, the sound and graphics are pretty good (i.e. you don't have to squint too much), but it's the action (non-stop) and the gameplay (highly addictive, grab-you-by-the-throat stuff) that make *Contra* such a corker.

THE VERDICT 91



Thanks a mil' to Console Concepts for lending us this game. For details of their whereabouts, check out our PC Engine reviews.

PACMANIA

Tecmagik/£29.99/ Sega Master System



In days of yore, when Mario, Shinobi and all the other pixellated heroes we've grown to know and love were just a twinkling in a programmer's eye, an unlikely hero ruled the arcades – a small yellow ball called Pacman.

Well, that rotund little fella with a hearty appetite for blobs and running battles with a gang of ghosts never really went away. He's starred in more games than most of us have had hot dinners, and appeared on just about every format going. Now he's back in a stonking conversion of what is arguably one of his finest adventures – *Pacmania*.

These days PacWorld comes in glorious 3D, but the aim of the game remains the same: to guide our wee yellow hero to victory by scoffing all the pills that litter his path. As ever, the ghosts – joined by two new recruits – are hell-bent on stopping your slap-up gobble-fest. They can be avoided by mastering swift corner-turning or making a well-timed leap to safety over their heads (an all-new skill for Pacman). As usual, scarfing one of the larger power pills dotted around renders them delightfully edible for a limited period. There are four worlds to conquer (Block Town, PacMan's Park, Jungly Steps and Sandbox Land) and for added challenge, there's a hidden bonus level – Coin World – which can only be accessed by ingenious means.

Graphics and sound get top marks, although (as with other classic blasts-from-the-past) gameplay can seem a little unsophisticated compared to some of today's software. But Pacman made his name on the addictiveness of his games, and not a drop of that has diminished with time, as you'll discover after a couple of plays. Admittedly, some nifty programming has brought the playability level much nearer to today's standards, thanks to wonderful touches like more intelligent behaviour from the ghosts, and a great variation in their movement patterns: rather than blethering around aimlessly in your general direction, they travel far more slickly, some can jump in later levels, and each has a different approach – learn each one's habits and they'll be easier to outwit.

This is a supreme arcade conversion which is being heralded as one of the very best ever for the Master System – and we're inclined to agree.

POWER-UPS

Watch out for the special items that pop up – munch 'em before they disappear and you'll be well on your way to a stratospheric score.

GREEN POWER PILL: Increases your speed for a limited time.

RED POWER PILL: For a limited time, everything you eat scores double its usual value.

FOOD: There are ten different edibles, each worth between 1000 and 5000 points. Yummy.





More gobbling than on Bernard Matthews' turkey farm.

CHEATS!

More clever, crafty cheats than you could shake a very large console at!

BIONIC COMMANDO

Nintendo

To escape a too-hairy situation and zip to the next level, hold down A, B and Start at the same time. Now pour yourself a nice, cold shandy.

GAUNTLET

Nintendo

Having hassles with a door that just won't open? Trying standing still for 10 seconds.

TV SPORTS FOOTBALL

PC Engine

Not doing very well? No probs. On the password screen, key in BQVZECUVQEXTS to play the championship game, as the Thunderbolts, with a perfect 11-0 record.

NEUTOPIA

PC Engine

To fight the very last fight to be fought, enter this passcode:
y P 5 E S D j s M w P B
N D C Y S z h X r % P P

WORLD CUP ITALIA '90

Master System

To change the group you're in, press pause, and keep pressing it until your team is shown in a group you fancy. Now press 2 and hey presto.

GANGSTER TOWN

Master System

To continue from where you left off after you've been killed, shoot your hat!

MERCENARY FORCE

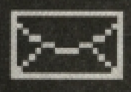
Gameboy

To start with big bucks (50,000 of 'em to be precise), hold down A, B, Down and Select for a few seconds, release 'em and press Start.

ESWAT

Mega Drive

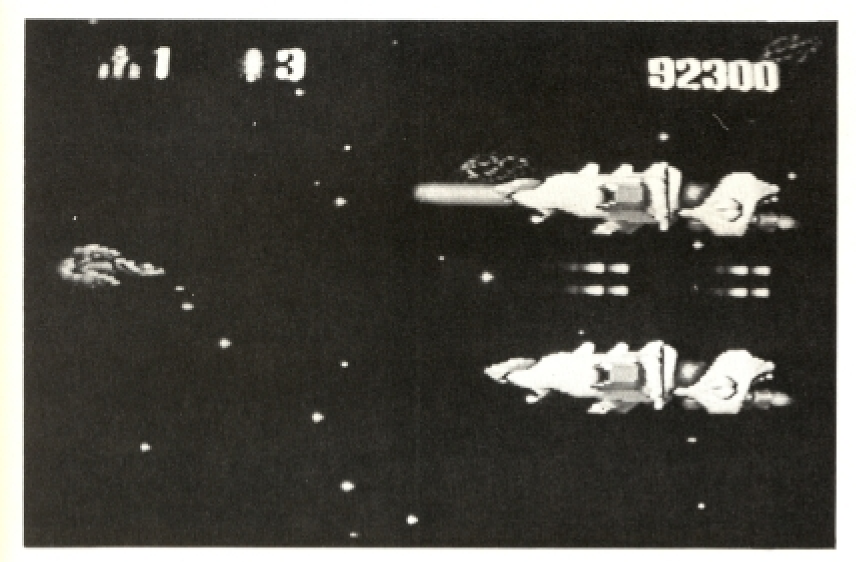
To choose your starting level, switch on and press start as usual. Now hold down A, B and C, then push left, right, up, down on the pad. A new screen should appear where you can select your level by pressing right or left.



Send your hints, tips, maps, solutions or even your opinion on what you'd like to see (or what you wouldn't like to see) in Console Action to us, and we might send you something special if you're really lucky. In any case, you'll be doing a service to fellow consolers throughout the universe! So bung all your stuff to: **Jane Goldman, Console Action, ZERO, 14 Rathbone Place, London, W1P 1DE.**



DEAD MOON



TSS/£31/PC Engine

Here's the first of two new shoot 'em ups available for the PC Engine in this month's batch, and whilst neither are mind-blowingly original or addictive, they both have their decent points.

Dead Moon is without doubt the superior game of the two, boasting delicious parallax scrolling, some lovely graphics and gameplay that is fast and furious enough to satisfy the average blast-meister. Taking the helm of a very nippy little space vehicle, you work your way through a pleasantly varied array of terrains, picking up some stonking power-up bonus weapons along the way.

Apart from a rather appealing 'flipping' motion that whips your ship's helm round to face the enemy when you get a certain distance away (allowing you to attack from both sides) there's little here that hasn't been done to death before. But if you've already blasted your way right up to date through the PC Engine's library of shoot 'em ups and you're craving for more, this'll keep your itchy trigger finger happy for many an hour of play.

THE VERDICT 85

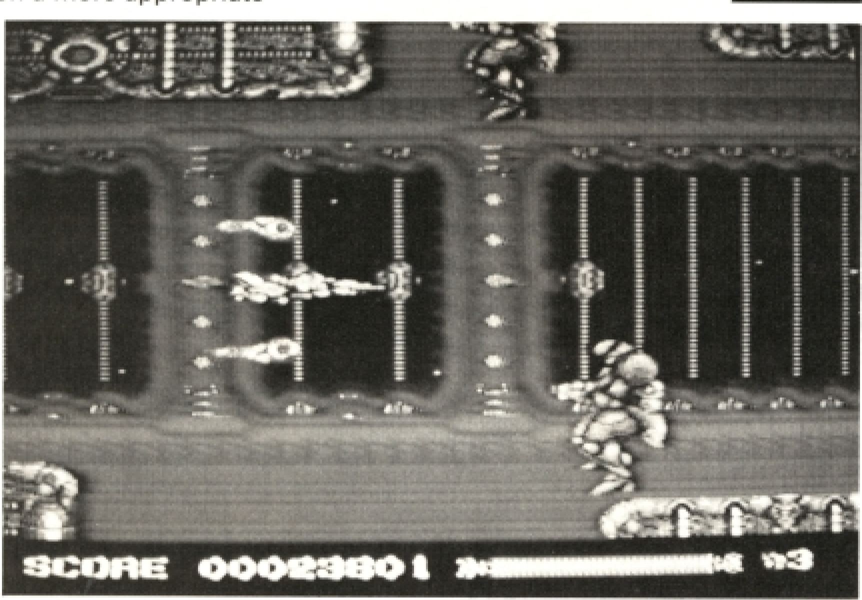
VIOLENT SOLDIER

IGS/£31/PC Engine

As for *Violent Soldier*... The deeply misleading title, with its enticing subliminal promises of guts and gore galore (or have I just got a sick mind?) put it in my bad books right away. Deeply misleading because Slow-Moving, Fairly Inoffensive And Relatively Cumbersome Space Vehicle would have been a more appropriate title, if a trifle less snappy.

If you like your blasters quick, this is worth passing over, though its sluggish speed doesn't actually make it too horribly easy. The graphics aren't at all bad, nor could you find much fault with the power-ups, gameplay or variety of baddies – though none are exactly breathtaking it's all good stuff. The sum of these parts is a game that's satisfactory, and certainly worth giving a chance, but it definitely fails to grab you by the dangly bits. Well, it didn't grab my dangly bits, that's for sure!

THE VERDICT 78



I'm baaad! I'm the most violent soldier since, er... Dad's Army.

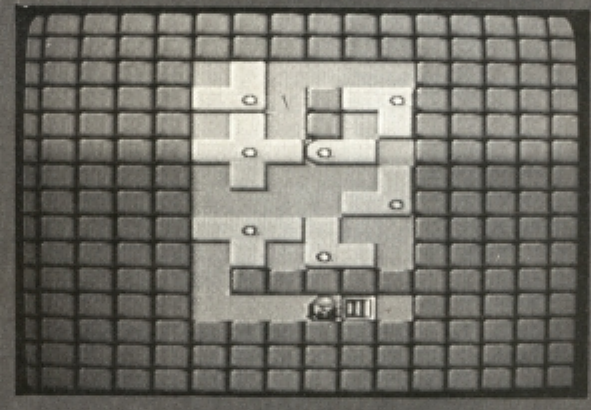
Professor Rubik – help meeee!

PUZZLE BOY

Telenet-Atlus/£30.00/PC Engine

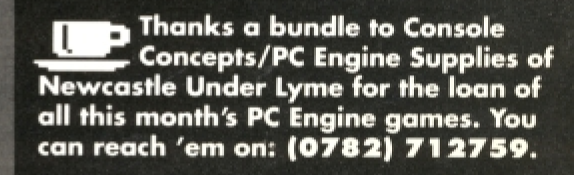
This puzzler's been out on lots of different formats, so the chances are you've seen it before. If not – here's the deal: you're a small, fairly cute looking thing of indeterminate species that is, for some reason, condemned to work its way through a series of rooms. Why? We don't know. And unless you can read Japanese, nor will you.

So, you'll just have to accept your lot in life, which is to reach the small drain-like object nestling in a far corner of each room – a task that is only possible after solving a myriad of puzzles featuring holes, movable blocks, interlocking turnstiles and other beastly obstacles.



There's no doubt that *Puzzleboy* offers entertainment, but as brain-teasers go, it definitely belongs in the slower, more thoughtful camp along with things like *Boxxle* – so if you're looking for a generous helping of tension, excitement and addiction á la *Tetris* or *Klax*, look elsewhere. The progressive challenge pretty much keeps you coming back for more (if that's your bag), and there *is* an undoubted sense of achievement when you finally solve a room that's been foxing you, but to be honest the pleasure derived is far more similar to the kind you get from completing a crossword than from playing a top notch computer puzzle game. STOP

THE VERDICT 82



Thanks a bundle to Console Concepts/PC Engine Supplies of Newcastle Under Lyme for the loan of all this month's PC Engine games. You can reach 'em on: (0782) 712759.

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3. The Editor used to be a hell's angel and if you cross him he'll chain you up.



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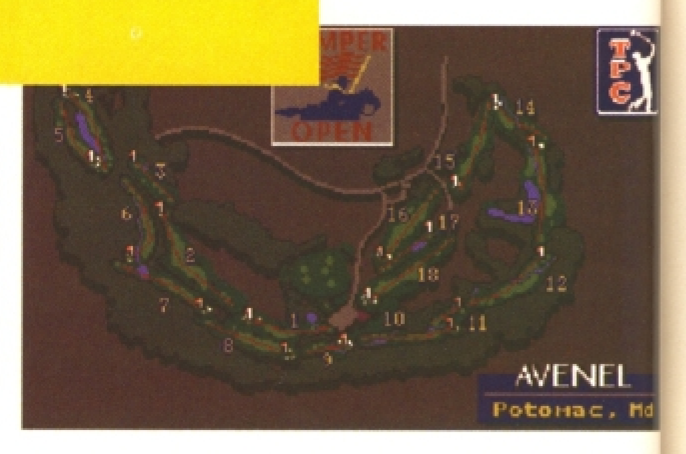
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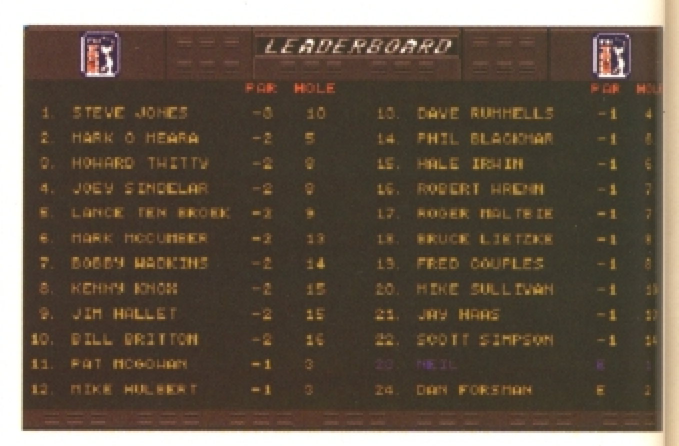












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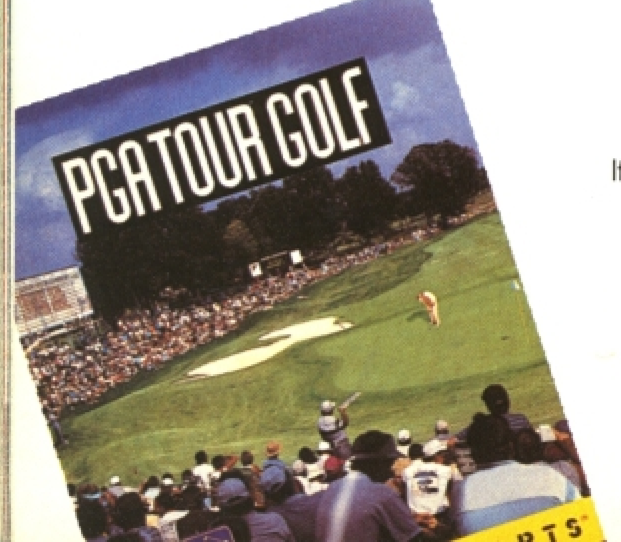
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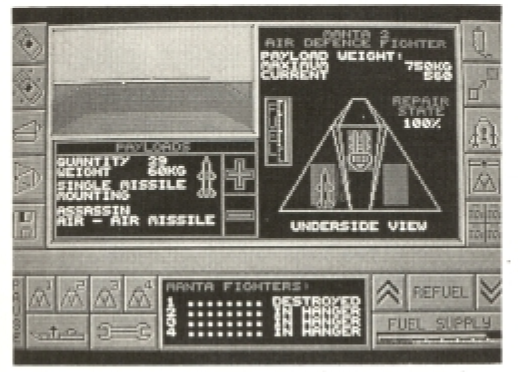
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'Ere, if I said you had beautiful software would you hold it against me? Cam orn, love – you know it's what you want. Eh? You callin' me cheap? Nah, it's the games that are cheap. Now where did I put 'em? Oh yeah, darn me trahsers!

CARRIER COMMAND

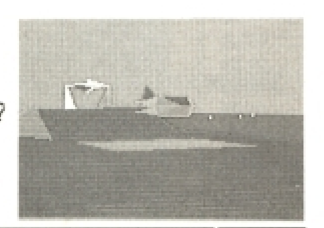


Mirror Image/ST, Amiga & PC/ £9.99



Bloggo: I used to be in the navy, you know. Got chucked out. They didn't like what I was doing to the seagulls. Tell you what, though – *Carrier Command* brought it all flooding back. (Geddit?) It's years old, but it caused quite a stir when it first came out, being one of the first games to feature solid 3D graphics. 'Course we've come on a bit since then, but *Carrier Command* still looks a treat. So what's it all abart, then? Well, you've got a futuristic aircraft carrier laden with amphibious assault vehicles and, well, y'know... aircraft, and you've got to sail between lots of islands establishing bases on them while the computer tries to do you at the same game (he's the baddie, you see). As well as sailing the carrier you can also launch and fly aircraft, drive assault vehicles and man the carrier's many on-board defences.

So it's really a boat sim, a flight sim, a driving game and a strategy/shoot 'em up all rolled into one. And it's mind-blowingly complicated. At least until you get to grips with all the icons and things. After that it's plain sailing. *(Give it a rest, Bloggo. Ed.)* So what we've got then is one of my favouite games of all time. It's a luvverly mixture of shooting and thinking, yer knowwarrimean? Go on, treat yerself – it's a barg.



OVERALL SCORE 91

IK+

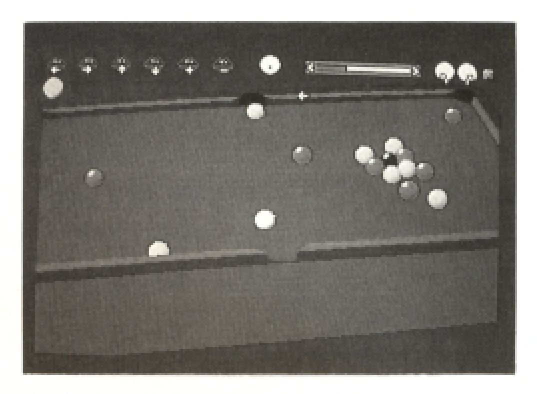
Hit Squad/Amiga & ST/£7.99



Bloggo: This is one of my all time favourite kung fu beat 'em ups, featuring not only hand to hand combat but also hand to head, head to foot, foot to bum and bum to ground. What's more there are three chaps on screen at once, one or two of which can be computer controlled. There are plenty of painful sound effects and hundreds of funny features, like a speed-up option and a button that makes your bloke drop his trahsers (I didn't half larf!). And there are bonus screens too, but they're a bit boring. It's good fun then, and dirt cheap, but I dunno how long it's gonna keep you coming back for more.



OVERALL SCORE 77



The best way to 'sink a few' in the comfort of your own living room.

3D POOL

Mirror Image/Amiga, ST & PC/ £9.99



Bloggo: I've whiled away many a happy evening darn the Laughing Sparrow knocking balls into holes. Trouble is, the missus is none too impressed – me dinner always gets burnt. "Naff off", I tell 'er. But I reckon a version I can play at home on me computer would help to clear the air a bit. So here, right on cue, is a re-release of an old Firebird pool game. Lovely jubbly.

The title doesn't leave much to the imagination, really. It's pool and it's in 3D. The great thing about that is you can look at the table from any position you like – nose-to-the-cushion or up-on-tiptoe – to make sure your shot's 'on the ball'. You don't get an actual cue as such: the ball just heads off in the direction you're looking in. Apart from that, everything's just as you'd expect. There's variable power, spin, tournaments, all that sort of thing. And it all works slickly, making it a bit of an armchair hustler's dream at the price.

OVERALL SCORE 85

KICK OFF WITH EXTRA TIME

Top Shots/ST & Amiga/£7.99





Bloggo: Nah then, there's nuffink I like more than a bit of a kick arahnd the park. Saturdays wouldn't be ver same wivout me and ver lads kicking arahnd a few Millwall fans. Unfortunately, the boys in blue don't take too kindly to a bit of good old honest soccer violence. Being keen to stay out of the nick, I've had to stay indoors for the last few Saturdays. Luckily, the dog's wotnots of footie sims, *Kick Off*, plus its expansion disk *Extra Time* has been lobbed into the budget arena. (Well *Extra Time* always was a budget but now it's on the same disk as *Kick Off*, so it's a budget budget, if you knowwarrimean.)

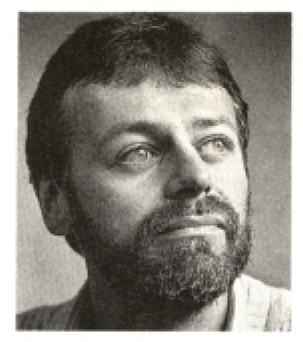
Kick Off ain't no perfect program, wot wiv the odd graphics and sound glitches, but it is a flippin' brilliant game. So bloomin' playable I missed three episodes of *Crimewatch* 'cos I was too busy playin' it. *Extra Time* adds tactics and playing conditions, but the game's strength is its simplicity (a bit like me – hur, hur). It's fast, it's exciting and it's ace. It's still the classic footie game. Like we say on the stall: "Buy it now, before we send ver boys round".

OVERALL SCORE 91



GRAPHIC DETAIL

The beardie's back! Yes, it's *Mike Gerrard* with three pages jam-packed with news, reviews and special offers for all you adventure folk out there. Phew! Wow! (Was that alright Mike? Can I have that fiver now please...)



There's no doubt about it – adventure-writing utilities have created a lot of excitement for computer owners. They've even created some money for those lucky enough to have had their games published. Even if you only sell a few copies yourself, give them to friends or put them in the public domain, the satisfaction of producing your own adventure is enormous.

One of the more unusual utilities was Microdeal's *Tailspin*, published first for the ST, then converted for PC and Amiga. This allows you to produce purely graphical adventures, in which the player can click on any part of the picture to make information, conversations or options come up on the screen. Thus the adventure develops in whichever way the player chooses.

Anyway, I'm sure you've all seen it reviewed, as it came out centuries ago – well, a year at least. But what, you may ask, if you have a wonderful idea for a graphics adventure but you're absolute crap at the graphics? Suppose you love fighting fantasy games, and have a burning desire to write one yourself, but after hours with an art package your attempt at an Orc looks more like a dead hamster? Does your Evil Demon Hawk-Monster resemble a cross-eyed canary? What you need is your own tame artist to produce the pictures for you. And with a new *Tailspin* add-on from Deltronics, that's more or less what you get...

Payday at the ZERO offices.



Deltronics has produced the *Fantasy Graphics* disk out now for the ST with an Amiga version soon to follow. It contains nothing but oodles of fantasy-type graphics which you're free to use in your own programs, or adapt in any way you like. The quality is excellent, which isn't surprising as they're done by artist 'Terrible' T.C. Basset, who's worked on underground comics (the kind you read on the tube, ho ho) and has already produced his own *Tailspin* adventure, *Overlord*, published by Budgie. Why he's called 'Terrible' I don't know, but it certainly can't refer to his artistic ability!



Whaddya mean, 'jester'? I'm an entertainer!

The graphics originally took up about 4 megabytes of space, but by using magical mysterious compression techniques way beyond the brain cells of non-techies like me, they've been crammed down into 400K and squeezed onto one single-sided disk using a special format. They range from little (but essential) items like potion bottles, candles and chests, to the equally essential chesty wenches! There's gargoyles and goblins, skeletons and snakes, a veritable cast of thousands. Well... Okay, umpteen dozens.

The *Fantasy Graphics* disk (can't help thinking it needs a more snappy title) also has background graphics – using these you can create 3D dungeons of the *Bloodwych* and *Dungeon Master* type.

What more can I say? You'll know for yourself whether it's the kind of program you're going to find useful, and all you really need me to tell you is whether it's brilliant or a load of donkey droppings. Well it ain't a load of donkey droppings, that's for sure. Get my drift?

If you're interested in *Tailspin* itself, then Deltronics has done a deal with Microdeal and is now selling the adventure-creation program for only £7.50. The *Fantasy Graphics* disk costs £9.99. Deltronics is at **72 Leigham Vale, Streatham, London SW16 2JG. (Tel: 081-677-3348).**

SYN ON YOUR AMIGA!

As you know, I occasionally take pity on your pauperish pockets and bring a special offer your way. Ever heard of *Syntax* magazine? Well now you have – it's a monthly mag-on-a-disk for adventure lovers, with solutions, reviews and news. Published on ST, you get a free emulator with your first issue so you can run it on your Amiga. And ZERO readers get a whole quid off the usual price!

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TO: Syntax, 9 Warwick Gardens, Sidcup, Kent DA14 6LJ

I read ZERO (I'm no fool). I have a pen. I have a coupon. I also have an Amiga, and I wish to claim my cheap copy of Syntax with its free ST emulator proggie. I enclose my cheque/postal order for £2.50 made payable to S. Medley. And, er... that's it really.

French adventure game publisher Lankhor has just released *Mortville Manor* on PC. It's also about to hit us with a new title that's been receiving rave reviews in the French press. *Mike Gerrard* is on the case. (*Well, tell him to get off it and do some work! Ed.*)

MORTVILLE MANOR



To the Manor born? No – to the Manor to solve a mystery, actually.

CLUESEAU'S MANOR

Bonjour, mah leetle frogs' knees! Ah gathair ferm mah chum, monsieur l'homme avec le beard-type sing sur le mush, zat you need serm 'elp sur le *Mortville Manor*, ze jolly bon an wernderful adventure Français. So wizout furzer ado... 'ere it is!

Bonjour again. It's the man with the beard back in control, translating Clueseau's clues into English... These hints will save you a lot of wasted time – instead of telling you what to do, they tell you what not to do!

Don't explore outside at the start, go straight into the Manor.

Don't search rooms if there's someone else present.

Don't leave things open after you've looked in them or searched them.

Don't miss the chance to ask as many questions as possible of every character you meet.

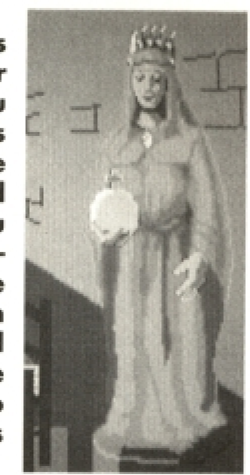
Don't forget to write down the information you get, as you will be required at some stage to answer some questions relating to it.

Don't forget that time passes in this game, and a room that may be occupied first time you look could be empty later.

Don't assume that because you've looked in, say, a drawer once and found it empty, that it will stay empty.

Don't forget to switch off the sound before engaging a character in conversation!

***Mortville Manor* has been around for yonks on the ST and Amiga, and even yonker on some 8-bit machines, but it's only just made it onto the PC. So here's a potted perusal for our PC poppets (and a timely reminder for anyone else)...**



The story: Julia lives in Mortville Manor – sends note to you (old friend) – says she's ill, please come quickly, and be discreet – you arrive, she's a stiff – you sniff around the place, it's filled with relatives etc – wall of complete silence (inheritance) – so what went on? Let's find out...

WHAT'S WHAT

TITLE	Mortville Manor
PUBLISHER	Ubi Soft/Lankhor
FORMAT	ST/Amiga/PC
PRICE	£24.99
RELEASED	Out now



This is a graphical game with not too many locations, the appeal being to those of us with a detective bent, or even a bent detective. The piccies take up most of the screen, with a bit of info down one side, room for a bit of text underneath, and a row of drop-down menus across the top. These include Inventory, Movements, Actions and so on, and you get at them by using the mouse, keyboard keys or by typing the initial letter. The Movements menu will then – guess what – give you your movement options! These guys have thought of absolutely everything.

Most interesting is the Discussion menu, which you can only use when one of the other characters is present. Have a chat with any of them, and a screenful of questions pops up. These cover Julia, her death, the other characters, places in the game and so on, but you can only ask a few questions before the character gets fed up with you.

HASSLE FACTOR: 2
Slow, with loads of disk accessing.

The pix ain't bad, but the sound effects are even better. I lurve the moody Parisian street-scene music at the start, and the way the owl hoots and the clock strikes as you arrive at the manor. There are creaking doors and some very good echoey footsteps. But the terrible digitised voice which reads out every message on the screen spoils it a bit – it's about as clear as Clueseau through a British Rail tannoy system. At least you can switch it off, but then you miss all the neat sound effects. Sacré pink!

This isn't an adventure about object manipulation, although you will need to find a few precious items to do things with. Most of the rooms are object-less, and the object (he says cleverly) is really to ask the right questions of the right people. Considering the age of the game, it's held up well. The drag is that it's very slow to play, with loads of disk accessing. But once you get used to moving around the menus, get into asking questions and start to figure out what's going on, it does grow on you.





GRAPHICS	SOUND	ADDICTIVENESS	EXECUTION	OVERALL
65	75	60	60	65

MAUPITI ISLAND





Well, well... what have we here, lurking in the jungle? Well, er... it's a well.



Thanks to ZERO's continental connections we have imported, at vast expense, a French copy of *Maupiti Island*. It's won several awards in its own country, and will soon be released here. So let's take a tropical cruise and see what all the fuss is about...

French games always have a touch of class, and *Maupiti Island* is another adventure that's stylishly done in the *Mortville* manner (ho, ho). Your mouse will get plenty of exercise as you point and click your way through this thriller, which again features Jerome Lange. This time he's investigating the disappearance of someone called Marie on an island off the shores of Madagascar.

The graphics include lots of sun-kissed beaches with blue skies, swaying palms and the gentle sounds of the waves lapping on the shore. The piccies are good, with lots of extra little touches – like when the program's busy, the cursor turns into a flickering humming-bird, or sometimes into a mouse. The sound's good too, though the digitised speech causes a few unintended laughs. You can't really blame the program as it's a technique that's still got a long way to go, but it don't half show in a game like this that relies heavily on chatting to lots of different characters.

There are drop-down menus across the top of the screen covering movement, inventory, actions, conversations and so on, but the game system's improved since *Mortville Manor*. Now you can whizz round the screen and any verb remains usable till you replace it with another one. Choose



'Open' and you can go round the screen left-clicking on wardrobes, drawers and so on, bringing back 'Open' each time with a right-click. I searched my room and equipped myself with a pistol, some cash and a bit of info from a newspaper. You can read most things you find, like notices on walls, calendars, even labels on bottles: "Du boh... oh... *Dubonnet!*"

Then, using the movement menu, I decided to go 'au bassin'. I thought I'd end up in the bathroom, but it turned out to be a jungle scene and I wouldn't wash my hands in *that* swamp. Terrific creepy jungle sounds, though. But not a lot to look at, even in close-up through the magnifying glass that comes up on-screen when you choose 'Regarder'. Click on this and the pixels beneath it are magically magnified, and it's a facility you'll need as there are tiny objects half-hidden in some locations.

You're trying to find out what happened to Marie, though, and you can quiz all the people you meet. You can even ask them what they think of Marie and the other characters. A neat facility allows you to memorise any of these statements on a notepad. You can then recall them later, or even replay them using the digitised speech. You can also confront the characters with objects you find, and see what response you get.

It's great fun searching everyone's rooms when they're empty. In one I found a Bible and a lingerie catalogue – in the same drawer! Then I lifted up the carpet, found a trap-door, and.... zut alors! The woman came back! She threw me out... curses! And I had a key with me too, which hadn't been used to open anything yet. I had my suspicions about this woman, who had served Marie with a cup of tea just before she disappeared, but could I get back into her room to investigate the trap-door? Not on your French nelly. She never left the blasted place again.

The cabin of someone called Juste was full of junk and old bits of food. Thank goodness not even the Amiga can



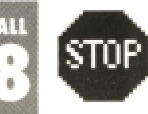
give us smell-o-vision... yet!

But *Maupiti Island* has got just about everything else. It's certainly not a revolutionary breakthrough, but it's very nicely done and provides an addictive and enjoyable romp that should tax the 'tecs amongst you. And not only in the adventuring fraternity – it's the kind of highly accessible game that should have even wider appeal.

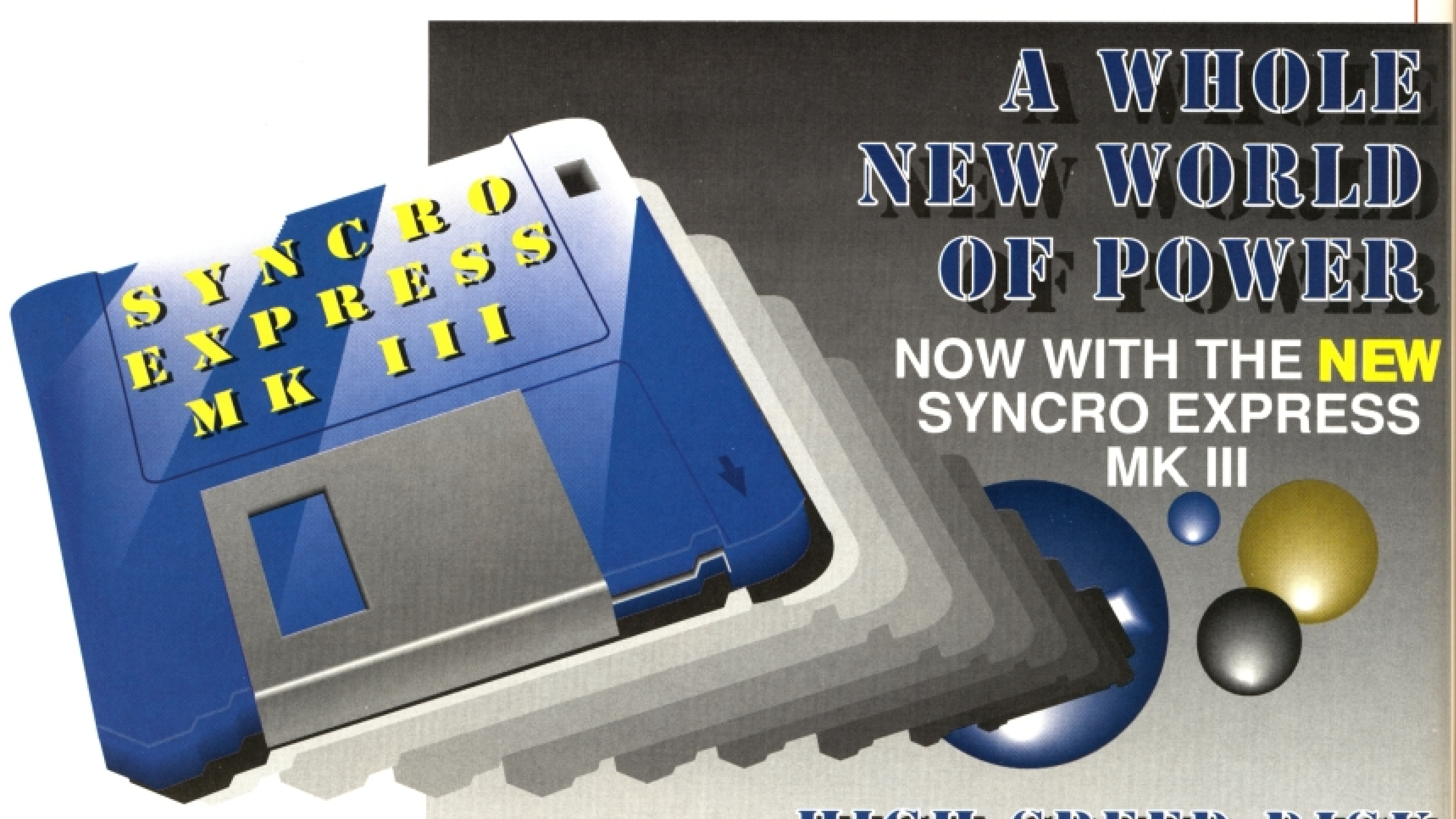
WHAT'S WHAT

TITLE	Maupiti Island
PUBLISHER	Ubi Soft/Lankhor
FORMAT	ST/Amiga/PC
PRICE	£24.99
RELEASED	June









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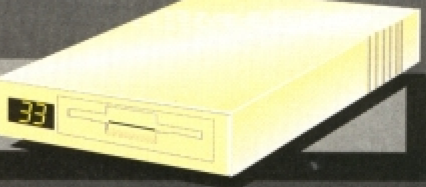
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LEMMINGS

"This is the penultimate time I go jogging with you lot!"

Taking time off from using labrador puppies for target practice, *David 'Show Me A Small Furry Mammal And I'll Bite Its Head Off' McCandless* decided to rifle through his mailbag. So what did he find?

LEVEL 3-22

ENTRANCE

2nd Lemmings Hole

1st Lemmings Hole

Miner Hole

2 Bridges

Hole dug by Bridge Builder

TO EXIT →

Don't talk to me about *Lemmings.* I'm getting really annoyed with it, I tell you. Not with the game of course – yum-yum isn't it addictive etc – but more with the amount of people that play it. This month, three quarters of the letters in the mailbag were *Lemmings* flippin' level bloody codes, and the rest were cheats copied from other magazines. What do you do? What *do* you do? Beats me, but here's *Phil Thompson* (and his wife) with their playing guide (and amusing 'Lem' puns), spotlighting the harder levels.

LEVEL 1-24 (CKNMNFHIDL)

Block all lemmings between the wall and the blue arrowed block. Send the climbers over, make the first one a blocker. When the second returns to the arrowed block, make it into a basher. Bomb the blocker. On the bottom level, block the second lemming. Have the first lemming dig above the exit then bomb the blocker.

LEVEL 1-26 (OKHMFLCKDM)

Nightmare on Lem Street (ho, ho!) Make first lemming dig down, give the second lemming a parachute, then turn it into a basher at the pillar on the right. Use bridges to get to the level with exits, then use basher.

LEVEL 2-4 (KJILDMCCEP)

Make as many climbers as you can. Give them all parachutes. Build bridges over the rocks.

LEVEL 2-7 (LLICAJLFEP)

Put blocker to the right. Block to let one lemming through. Build bridges up the pillars. On the final pillar, dig down. About halfway down, change it into a basher. Build a bridge as soon as you reach the edge. Release the blocker.

LEVEL 2-9 (ICANNNMHEK)

Head right, use blocker when needed. Use angles to build bridges at top right. Use blocker on top of the rock formation to turn lemmings left. Then dig down. Use basher and then bridges to get over the gaps.

LEVEL 2-10 (CMNLLEMIEP)

This is where it starts getting hard. Pause the game, move to the right trapdoor, put blocker there, pause the game, move to the left trapdoor and put

That's not a lemming...



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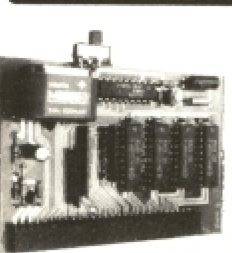
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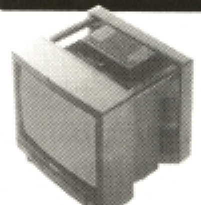
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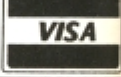


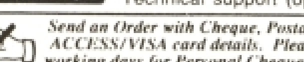
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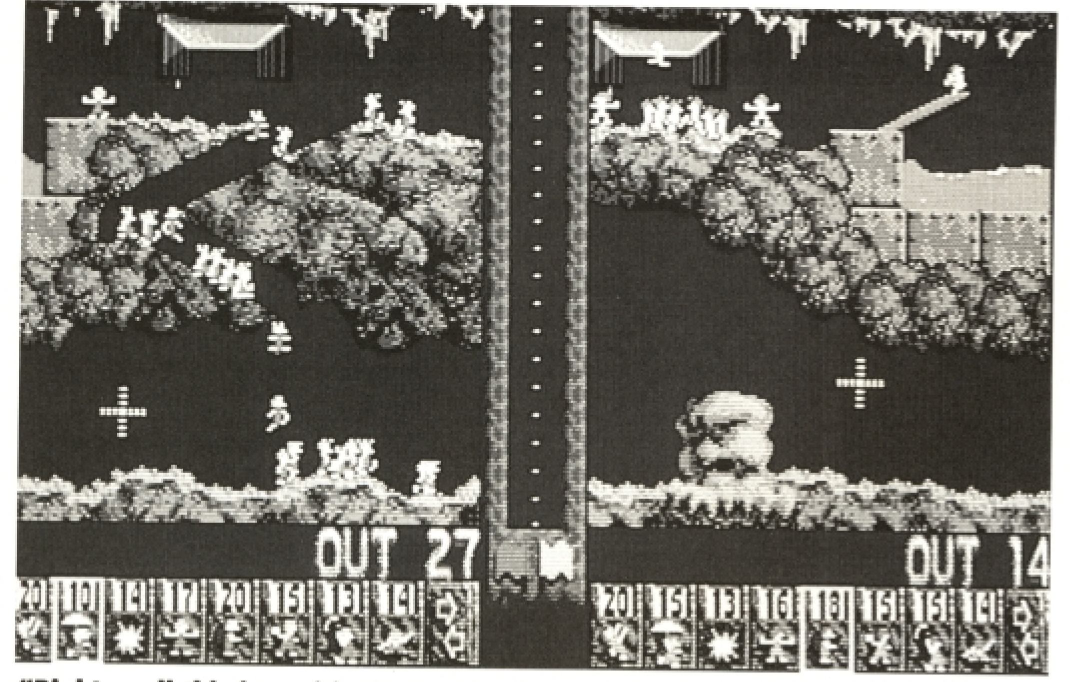
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"Right, well this is positively the last time I go jogging with you lot!"

blocker there. Then alternate between both sides, pausing as you swop. Use basher through the rock and long bridge up to the exit. Don't allow the bridges to touch in the centre.

LEVEL 2-13 (DJMLICALEJ)

Build a zig-zag of bridges to the left, then a long bridge to the right. Drop onto the platform and then build a bridge to the exit.

LEVEL 2-16 (LMBIJOOOEJ)

Just before the pipe, use miner, then change to basher to dig along the horizontal pipe. Use bombers to blast through the webbing to the exit.

LEVEL 2-19 (CCKHNNIBFP)

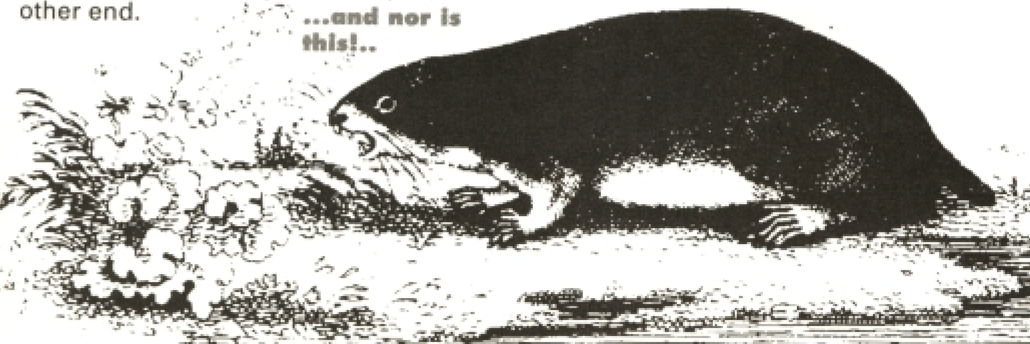
Diet Lemmingaid (ho, ho!) Make the first lemming a climber and the second lemming a basher. When the first lemming gets just past the pit, dig down and build a bridge (this turns him around). Use miner to dig into the pit and release the rest.

LEVEL 2-20 (IJKLGMCCFT)

Set blocker to left. Bash through the rock and send two climbers over. Give them parachutes. Once over the wall, make the first one a blocker. When the second climber reaches the block travelling left, change to basher and hit the rock. Blow up blockers.

LEVEL 2-24 (GKCIKLLGFX)

Make the first lemming a blocker on the right hand side. When the last lemming reaches him, use him as a bridge builder. Don't forget the blocker at the other end.



...and nor is this!..

LEVEL 4-1

ENTRANCE
EXIT →
Blockers
Bridge
Bridges

LEVEL 2-26 (BRKOLNGIIFO)

Very difficult. Make the first five lemmings build bridges at the same point simultaneously. At the same time, use the first lemming as a basher. Persevere!

LEVEL 2-27 (CAJJMGOJFU)

Put a blocker on either side. When all the lemmings are out, use a digger. When they're through, put a blocker to the left and make two climbers. When at the far end, make one a blocker. When the second climber reaches the arrowed rock, change it to a basher.

LEVEL 3-1 (MFMCGJLNFN)

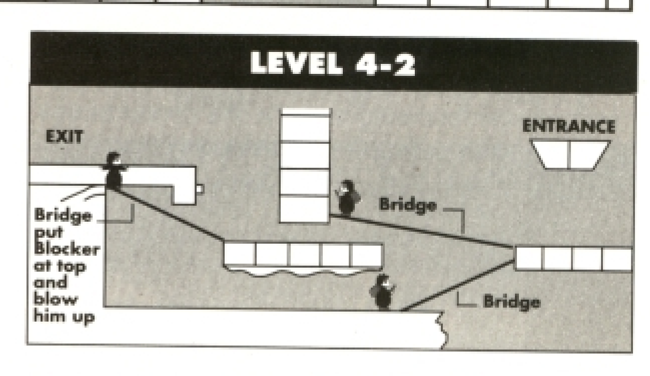
Use bashers to get through the two pillars. Create two climbers and give them both parachutes. When the first one reaches the top of the third pillar, make him into a bomber so that he explodes at the base of the steps. Let the second climber continue and build bridges across the gap and rotting stairs. Use miner to bring the rest of the lemmings through.

LEVEL 3-2 (FOCMKMMOFY)

Put blockers on either side of the first entrance, on the right hand side of the pool and just before the trap on the right. From the first set of lemmings use miner to dig right into the side of the pool, then left. From the second set, use miner to dig to the right just before the blocker near the trap. When the first set have fallen, use blocker to release one to left as a basher. Build a bridge over the trap and gap. On the second set use bashers to get through. Blow up blockers as required.

LEVEL 3-3 (ICGOLOOPFL)

Let the first lemming build bridges up to the exit. Use the second lemming as a digger, then change to builder to stop



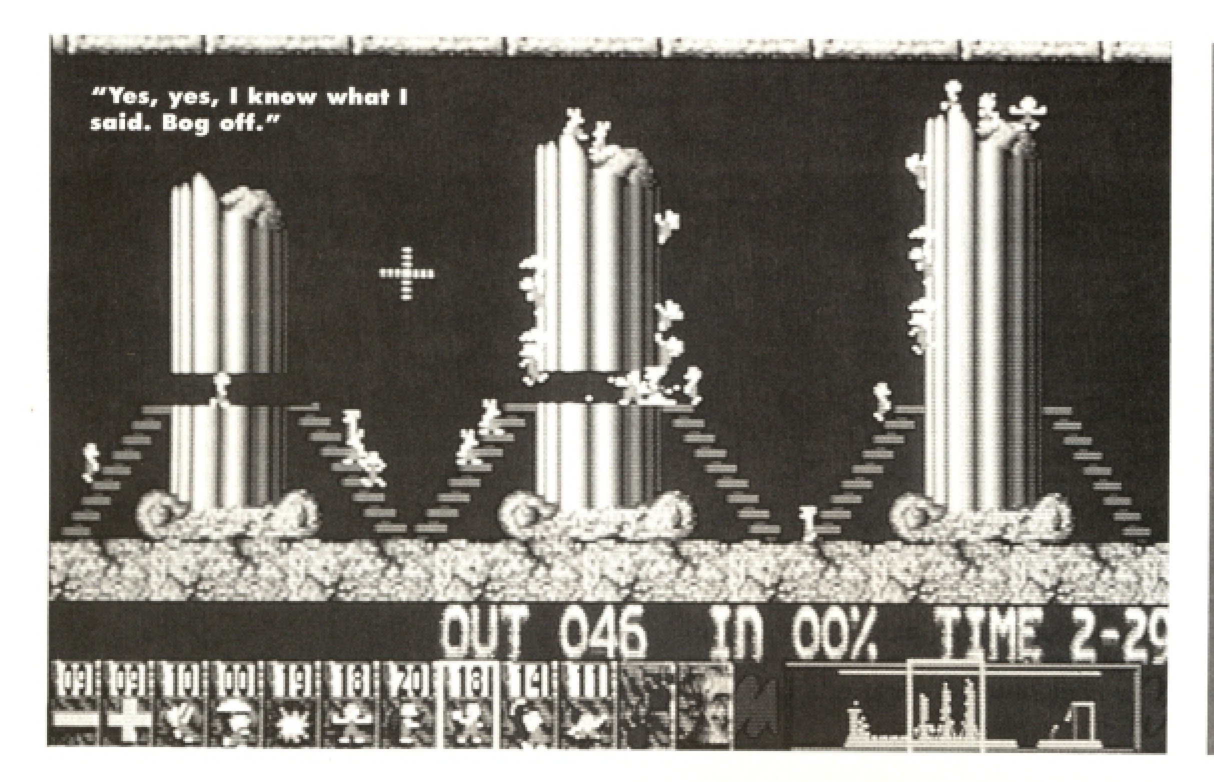
him. When bridge to exit is built and all lemmings in the dug hole, use builders to get them out.

LEVEL 3-10 (DNGKJNLGGP)

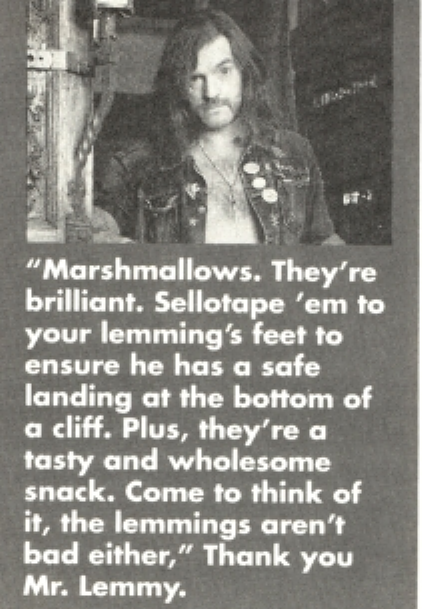
Build a bridge and let all the lemmings go in the second 'container'. Make all the lemmings builders in order to get into next 'container'. Build a bridge. Make all the lemmings miners immediately. When they have dropped, build a bridge. On the lip make all lemmings builders to get to the exit.

LEVEL 3-14 (MKHMENGKGS)

Put blockers at either side of the entrance, allowing one lemming to continue. Build bridges between the humps and up to the neck of the monster. Use bashers and miners, then build bridges over the rocks and well (build bridges from the 'right-most' edge of the rocks to reduce the amount needed, as there is a very strict time limit).



LEMMY'S TOP TIP



"Marshmallows. They're brilliant. Sellotape 'em to your lemming's feet to ensure he has a safe landing at the bottom of a cliff. Plus, they're a tasty and wholesome snack. Come to think of it, the lemmings aren't bad either," Thank you Mr. Lemmy.

LEVEL 3-16 (JMMJGMOMGO)

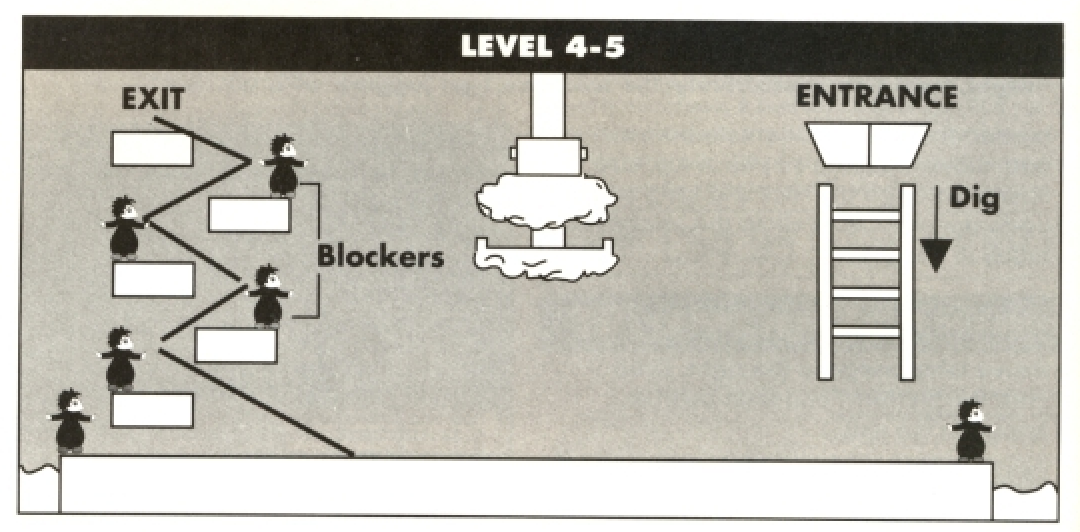
Give the first lemming a parachute. At the bottom, set him to explode halfway up the hill. Send another with a parachute at the same time, blocking the main bunch. Let him build a bridge out from the hollow craters caused by the explosion, off to the other side and up to the top. After he has floated down, set him to explode on craggy ledge. Finally, use the third parachutist to build a bridge in this crater to turn him around and then build a bridge high enough for the main block of lemmings to fall. Blow up the blocker.

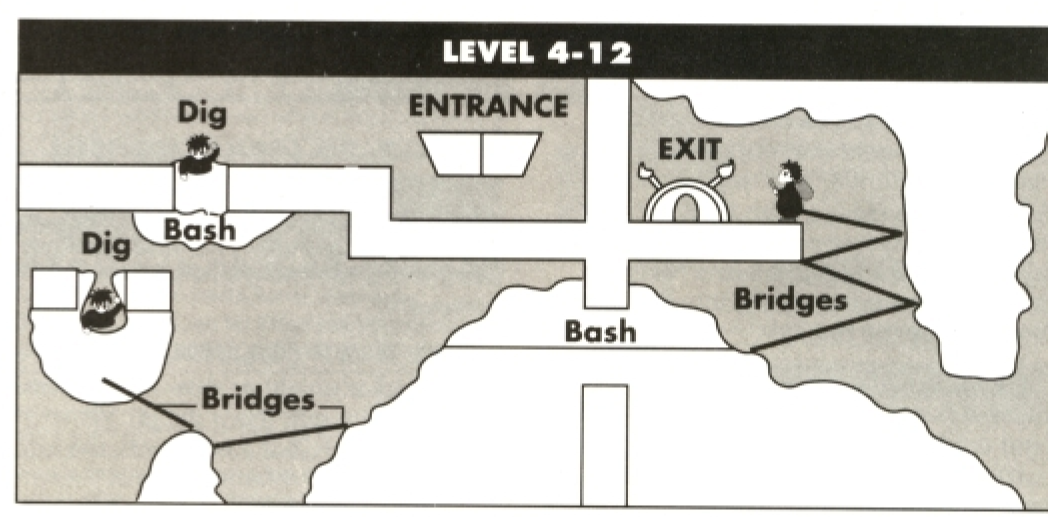
LEVEL 3-22 (IJJLFNGCHY)

This one's complicated. All actions must be done very quickly. First, two lemmings build bridges from the same place. Make third lemming a miner before the bridge to dig down, strike metal and turn around. Dig hole in the next pillar with this lemming. Make the one following and the one on the bridge builders (don't forget to give them parachutes). The builders, after having dug through, should now build a bridge high enough to stop the main bunch falling to their death. Use builders to get lemmings out of the pit.

LEVEL 3-26 (FLGKKLLGHP)

Top entrance: use digger to drop lemmings down.
Right entrance: use climber to get out of the pit, then build a bridge from the right hand corner of the metal plate up to the rock guarding the exit. Allow him to go back down and up again. Build to the rock again (this adds an extra brick height). When he comes back a third time, use basher. This should take him along the front of the exit and out.
Left entrance: use climber. Build bridges from left hand corner of metal plate to gap in the centre. Build bridge up to the exit. Release all lemmings using builders.





LEVEL 3-28 (GMDMNOJIHR)

Give the first lemming a parachute and make him a climber. When on top of the horizontal pole, use him as a miner then builder to turn him around. Build a bridge up to the ledge. Then, when he drops off, use basher and then builder to turn him again. Build bridge from bottom block to horizontal bar, then use basher to get through the bar and other obstruction. Build bridge over trap.

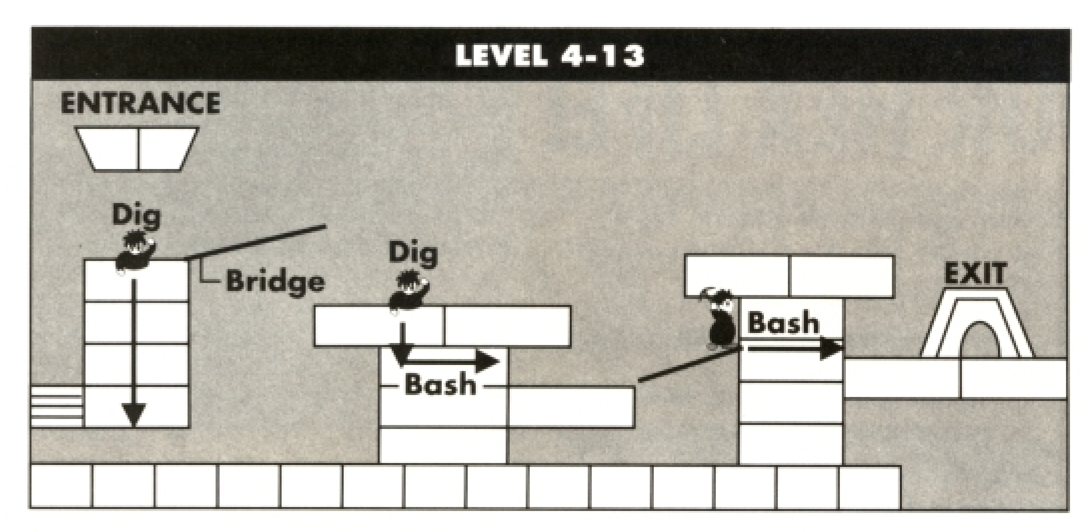
LEVEL 4-1 (NKMFNGALHP)

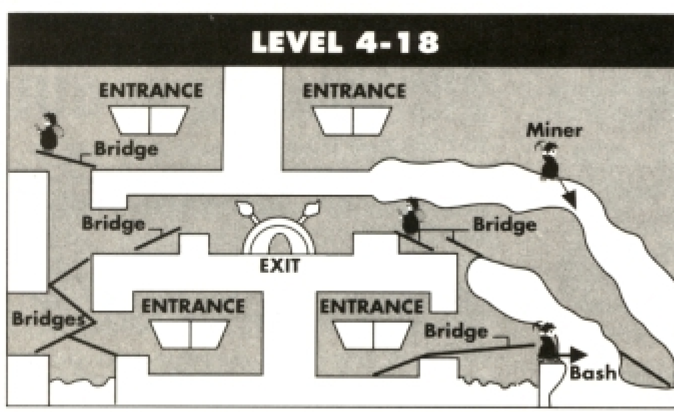
Put blocker either side and build a bridge to stop the lemmings falling. Send a lemming over the edge with a parachute and build as in the diagram.

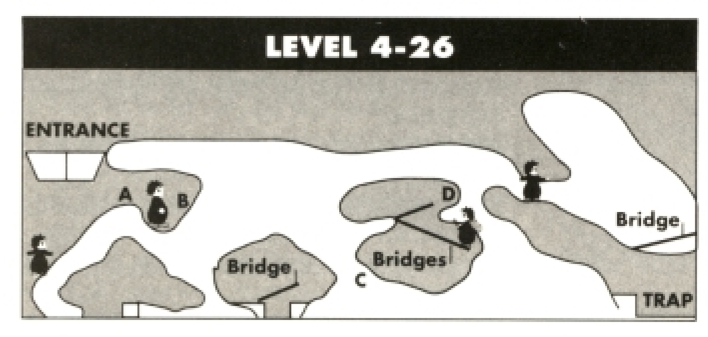
LEVEL 4-2 (JONHGOOMHS)

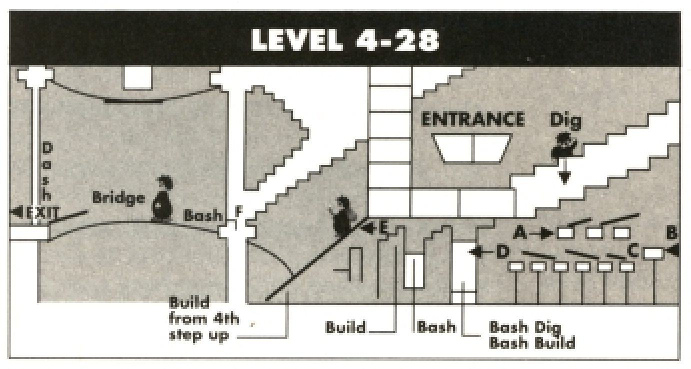
Place a blocker to hold the lemmings. Build a bridge to the side of the boiler, then another to just below the exit. Put a











blocker at the end of the bridge, blow him up, extend the bridge and repeat till you reach the exit. Build bridge up. The bridge below just completes the circle.

LEVEL 4-5 (NGCNDMFPHJ)

Dig down, then put a blocker on the end. Put another blocker in such a way that you're only releasing about 10 lemmings. Put a blocker at the far end. Build bridges as per the diagram.

LEVEL 4-12 (EMGKJOLGIS)

Set a climber going left. Dig down through a lot of earth. When below the level of the metal use basher on the earth underneath. Dig down. When clear of metal, use the builder to turn him around and then use miner. Drop down, build bridge over gap. Use basher to dig earth between the metal plates. Build bridges up to the exit using angles.

LEVEL 4-13 (OGCNOLDHIQ)

Timing is of the essence here. Build bridge right with the first lemming. With the second lemming dig down. Make him a climber. With the first lemming dig out the left side of the block. When it's level with the exit, bash. Build a bridge to the edge of the ledge and then bash through.

LEVEL 4-18 (KMEOGINMIJ)

This is not as bad as it looks. 1) Use miner to dig diagonally. At the gap, build a bridge over the obstruction. 2) Build a bridge to the land mass. Bash through. When turned around, build a bridge over the gap you created. 3) Build a bridge over the gap. At the bottom gap build bridges up using angles. Build bridge over obstruction. 4) Build bridge to 3. Bomb blockers.

LEVEL 4-26 (INNIGMOEJJ)

First set up, at 'point A', a system of four lemmings: blocker, lemming, blocker, lemming, blocker, lemming, blocker, lemming. Use blockers and bombs with the first three to blow a hole at 'point B'. Build a bridge with the fourth lemming, then use him as a blocker and blow 'point C'. Blow the next blocker. With lemmings released, build bridges up and then use as blocker, then blow 'point D'. Release the next lemming and build bridge over the trap. Release all lemmings.

LEVEL 4-28 (FOGISOLGJH)

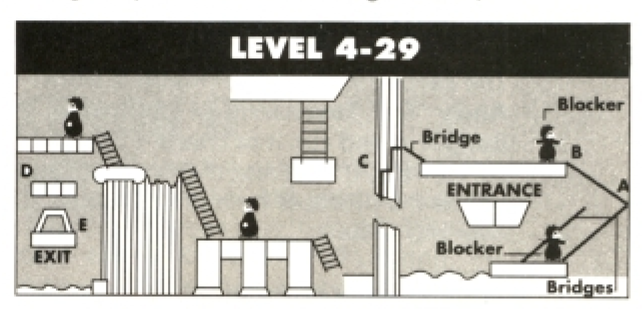
Dig to drop onto 'A'. Build bridges as shown to land on 'B'. Dig down. Build to turn around and then bash and drop onto 'C'. Build bridges across (as shown) and up to pillar 'D'. Bash, dig down a short distance. Bash out and build to the next pillar. Bash through next pillar and then build a bridge to 'E'. Bash through to an open gap and then build a bridge up from the fourth step from the bottom. Bash through pillar at 'F'. Build bridge and bash through to the exit.

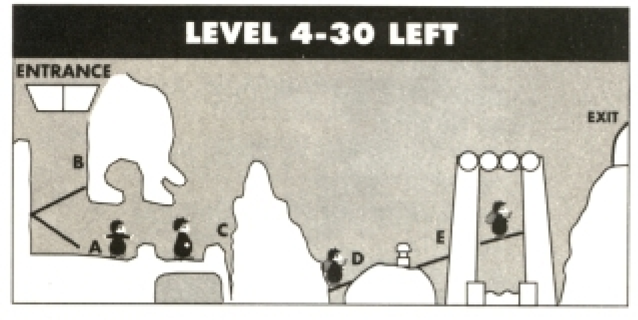
LEVEL 4-29 (MGANNLFHJO)

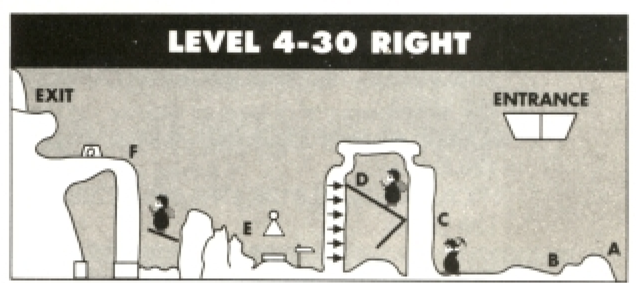
Build two bridges (the top one stops lemmings falling). On the lower bridge, put a blocker at 'A'. Turn bridge around on him and up to 'B'. Put a blocker on the second lemming just after the bridge. Build bridge at the end to the pillar. At 'C' bash, dig down, bash and dig down again. Let him walk all the way to the end (build bridge over blocker to free lemmings whilst he's doing this). As soon as lemming drops to 'D', build a bridge immediately and then change him to a blocker. When main lemmings reach 'E', build a bridge and then put blocker on the end.

LEVEL 4-30 (GKOLLOIIJN)

Left side: put blocker at 'A'. Build bridges up to 'B'. Bash through. At 'C',



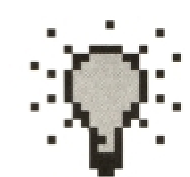




bash through. Build bridge at 'D'. Then bash under the trap. Build a bridge up to the pillar at 'E'. Bash through. Build a bridge up to the next pillar. Bash through and bridge to the exit. Put blocker somewhere between 'B' & 'D'. **Right side:** put blockers at 'A' and 'B', allowing one lemming free. Bash through at 'C'. Give him a parachute. Build bridges (as shown) up to 'D'. Bash through. At the bottom, bash through the arrowed pillar. When he falls for the second time, build a bridge over the signpost and weight trap. Bash through 'E'. Build bridge up to 'F'. Then bridge up to the exit. **FIN.**

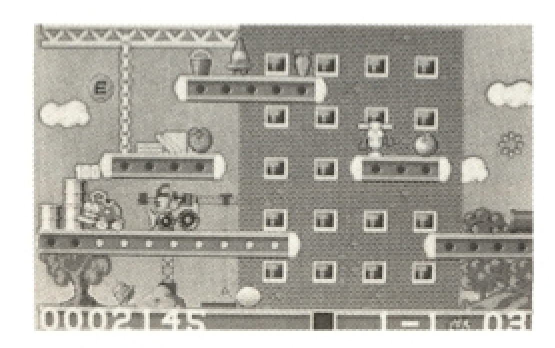


...now that's more like it!



IMPROVE YOUR HEX LIFE!

Not a lot has happened to old hexter *Jon North* lately. He wanted to tell you about a brilliant night out he had recently but we knew you wouldn't really be interested. So this month's intro has been cancelled due to lack of interest. Erm... on with the Pokes and a couple of jokes....



ESWAT (AMIGA)

The second routine this month is from **Andy 'Taf' Townsend** of Carshalton. Bung it in and run it to create a file called ESWAT. Execute that from CLI and follow the prompts to load the game with infy lives.

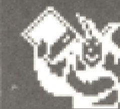
```
10 REM Eswat by Andy Taf
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 165
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>02298775 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
6100,00E6,0000,03F3,0000,0000,0000,0001
90 DATA
0000,0000,0000,0000,0000,0030,0000,03E9
100 DATA
0000,0030,2C78,0004,43FA,00AD,7000,4EAE
110 DATA
FDD8,2C40,4EAE,FFC4,7621,7ED0,6140,4EAE
120 DATA
FFCA,7601,7ED6,6136,41FA,0056,2208,74FE
130 DATA
4EAE,FFAC,2200,4EAE,FF82,41FA,0053,2208
140 DATA
4EAE,FF6A,E588,2640,588B,43EB,00E6,41FA
150 DATA
001A,700A,32D8,51C8,FFFC,7006,4ED3,41FA
160 DATA
0036,2200,2408,4EF6,7000,7E14,32D8,51CF
170 DATA
FFFC,2018,2050,317C,4A68,7CC0,4E71,4E71
180 DATA
6573,7761,7420,6469,736B,2023,313A,006C
190 DATA
6F61,6465,7200,496E,7365,7274,2045,5357
200 DATA
4154,2064,6973,6B20,616E,6420,6869,7420
210 DATA
5245,5455,524E,0064,6F73,2E6C,6962,7261
220 DATA
7279,0000,0000,03F2,48E7,FFFE,43FA,004C
230 DATA
4280,2C78,0004,4EAE,FDD8,243C,0000,03EE
240 DATA
2C40,487A,0042,221F,4EAE,FFE2,2200,6718
250 DATA
487A,FFD6,261F,242F,003C,9682,2F00,4EAE
260 DATA
FFD0,221F,4EAE,FFDC,224E,2C78,0004,4EAE
270 DATA
FE62,4CDF,7FFF,588F,4E75,646F,732E,6C69
280 DATA
6272,6172,7900,6573,7761,7400
```

TOTAL RECALL (AMIGA)

How can I describe this game? Well, 'hacked' is a word that springs to mind, as does this infy lives routine by **'Funky' Gav** and his new sidekick, **Zoey.**

```
10 REM Total Recall by Zoe and Funky
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 153
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>02064534 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2640
90 DATA
6612,4E75,0000,1900,0001,0002,0000,0030
100 DATA
0000,0400,70FF,4EAE,FEB6,4BEB,0048,3AC7
110 DATA
429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
120 DATA
2A8D,2B4D,0008,589D,4295,4BEB,0008,7A05
130 DATA
1A85,41ED,0038,5C8D,2AC8,3A86,41FA,00C4
140 DATA
9080,9281,224B,4EAE,FE44,4A80,66A4,224B
150 DATA
D6FC,0100,337C,0002,001C,41E9,0024,7E18
160 DATA
E18F,4BF9,000B,B800,48D0,2880,3346,0012
170 DATA
4EAE,FE38,4CEB,0003,0034,277C,7FFC,000A
180 DATA
0030,277C,4EF8,0120,0036,41F8,0120,45FA
190 DATA
000C,740B,30DA,51CA,FFFC,4ED3,B7FC,0000
200 DATA
0940,660E,317C,31FC,0058,217C,4A79,290E
210 DATA
005A,4E73,7ED0,2200,2408,4EF6,7000,496E
220 DATA
7365,7274,2067,616D,6520,6469,736B,2061
230 DATA
6E64,2068,6974,2052,4554,5552,4E00,646F
240 DATA
732E,6C69,6272,6172,7900,6466,303A,7769
250 DATA
6E67,735F,6F66,5F66,7572,7900,7769,6E67
260 DATA
7300,7472,6163,6B64,6973,6B2E,6465,7669
270 DATA 6365,0000
```

IT'S A CINCH



Well, only if you read this, that is. To run any of these routines, first load Basic, then type in the listing as shown. Then bung your game into your machine and ignore any dodgy requesters telling you you're wasting your time. Now run the listing and hey presto, it should load the game for you with the cheats installed.

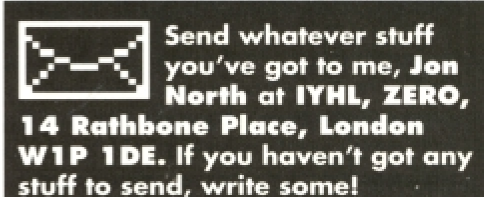
NARC (AMIGA)

And, erm... here's one I made earlier (for infy lives in *Narc*).

```
10 REM Narc by Jon North
20 T=0:DIM CHEAT%(1024)
30 FOR X=0 TO 117
40 READ
B$:B=VAL("&H"+B$):CHEAT%(X)=B:T=T+B
50 NEXT X
60 IF T<>01264474 THEN PRINT
"ERROR":STOP
70 C=VARPTR(CHEAT%(0)):CALL C
80 DATA
4CFA,00C3,0010,2C78,0004,4EAE,FF3A,2840
90 DATA
6612,4E75,0000,0600,0001,0002,0000,0030
100 DATA
0000,0400,70FF,4EAE,FEB6,4BEC,0048,3AC7
110 DATA
429D,3AC0,5280,67DA,93C9,4EAE,FEDA,2AC0
120 DATA
2A8D,2B4D,0008,589D,4295,4BEC,0008,7A05
130 DATA
1A85,41ED,0038,5C8D,2AC8,3A86,41FA,0050
140 DATA
9080,9281,224C,4EAE,FE44,4A80,66A4,224C
150 DATA
D8FC,0100,337C,0002,001C,41E9,0024,9BCD
160 DATA
48D0,3080,3346,0012,4EAE,FE38,41FA,0032
170 DATA
3218,3018,EAB8,D040,3998,0000,0480,07FF
180 DATA
FFFE,64F4,5341,64EA,4EAC,000C,4ED0,7472
190 DATA
6163,6B64,6973,6B2E,6465,7669,6365,0000
200 DATA
0001,05C0,6004,0630,377C,4E75,7CC0,377C
210 DATA
4E75,7CCC,41EB,6890,303C,4A68,3140,25D6
220 DATA
3140,2A8C,3140,32EC,4ED3,0000
```

STOP





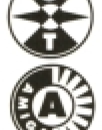
Send whatever stuff you've got to me, Jon North at IYHL, ZERO, 14 Rathbone Place, London W1P 1DE. If you haven't got any stuff to send, write some!



GUTLESS GULLY

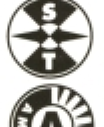
"And on the seventh day, God saw that it was good and rested. He sat in a gully under a juniper tree and took an almighty swig of the ambrosia of heaven, the 'Shandia' that the angels do sing oft of. "This," the Lord proclaimed, "I shall call *Top Deck*." (Verily, he doth move in mysterious ways...)

JUDGE DREDD



This cheat mode is written proof of how mad and esoteric computer games programmers are. Load in Virgin's neat, comic book conversion, log on as Dredd and then type 'BRUCKEN PLAYING HERO QUEST' (mad – stark raving, bug-eyed bonkers) and then press Return. Now EXIT from the computer and HELP will bung you to the end of each level.

NARCO POLICE



Here are some clever Hispanic code words which have a variety of 'illegal' and 'illicit' effects on *Narco Police*. Type these while strolling those drug dealers' nefarious tunnels: ABRIR (open all doors); NOENEMIG (all enemies'll disappear), COMENZAR (they're back), BLAST (smart bomb), MUNICON (ammo), NOAMET Z...(no machine guns, the number of dots specifies the zone 1-4), NOCAM Z...(no cameras, same applies for dots), ETAPADOS (no idea), CUADRICU (useless). A cheery *danke schön* (or whatever the Dutch for 'cheers mate' is) to **Bram Verhees** of the Netherlands.

HORROR ZOMBIES



Chris McGinley of Somewhere Rural has contributed a few swift passwords for this shuffling, animated cadaver of a game: BOGEYEATER (infinite lives), WOLFMAN (level 2), HAMMER (level 3), LUGOSI (level 4), NOSFERATU (level 5), GARLIC (level 6).

POWERMONGER



If you pause the game after you've instructed your captain to invent something, put the game speed up to full and wait for a minute or two. Then when you unpause the game, the captain will have kept inventing during that time. **Tim Wright's** words, not mine.

GLOBULUS



The general consensus in the office is that everybody's heard of this game but nobody knows what it is. **Nicolas Donaldson** reckons you should type 'Zvmo!EG' (watching the capitals) to activate the cheat mode.

UNREAL



Nicolas Donaldson sent this bijou cheatette for this bijou (but weird) arcade adventure. On the menu backdropped with a dragon, type 'ORDILOGICUS'. As soon as the screen flashes, the cheat is activated. This provides immunity, while Return skips levels.

LINE OF FIRE



Nick Vincent of Creative Materials, the programmers of this very game, reckons you should type 'OPERATION FERRET' (with spaces) during the game to activate the cheat mode. Should we believe him? *(I think we should. Ed.)*



Take a really weird flight of fancy with *Unreal*.

XENON II



Pause the game and type 'RUSSIAN AIR' (with spaces). Unpause and then 'N' skips a stage. **Daniel Chambers** of London discovered that one.

APPRENTICE



Press Tab after the first title screen, then you can use any of the following passwords: WIZARD, SPELLS, ARCANE, DRUID, and FAERIE. Cheers again to arch lager 'n' 7Up shandy boy **Nicolas Donaldson**, who wins a spanking new title for his efforts.

STRIDER II



Can't think of much waffly pre-amble to pad this paragraph out with so just type 'SWIFT' during the game.



AUNTIE MACCA

A sympathetic ear and a tip to help you out with that problem game? If that's what you want you'd better write to someone else, you nonce. And if that Art Editor makes a pansified mock-up of my face again, I'll kill her...

Robert Elrod writes from Newcastle-upon-Tyne asking how to get to Hargon on *The Kristal*. Well, Robert, you can start by getting a new surname. Elrod? Sounds like a character from a Tolkien novel to me – Elrod, a big, tights-wearing elf who likes kissing horses, I bet!

I'm sick of all you shandy-swigging nonces whining on about *Dizzy* games. This month it's **Richard Heyes,** who wants a complete solution to *Fantasy Land Dizzy*. Oh yeah? Fantasy Land is where you're living if you think I'm going to bloody help you, Richard!

Douglas Hickmore is still having trouble destroying the aircraft carrier on the last level of EA's *Interceptor*. Whaaaat?! Have you had your head in a bucket for the last three years, Doug? There are much better flight sims about these days, why are you still playing bloody *Interceptor*?

If you think you can help these poor, pathetic no-hopers write to me, Auntie Macca, at the usual address.

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Now you can slow down the action to your own pace. Easily adjustable from full speed to 20% speed. Ideal to help you through the tricky parts!
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Simply press a key and the program will continue where you left off.
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At the press of a key now you can view the Machine Status, including Fast Ram, Chip Ram, RamDisk, Drive Status, etc.
- **POWERFUL PICTURE EDITOR**
Now you can manipulate and search for screens throughout memory. Over 50 commands to edit the picture plus unique on screen status "overlay" shows all the information you could ever need to work on screens. No other product comes close to offering such dynamic screen handling of frozen programs!!
- **MUSIC SOUND TRACKER**
With Sound Tracker you can find the complete music in programs, demos,etc. and save them to disk. Saves in format suitable for most track player programs. Works with loads of programs!!
- **AUTOFIRE MANAGER**
From the Action Replay II preference screen you can now set up autofire from 0 to 100%. Just imagine continuous fire power? Joystick 1 and 2 are set separately for that extra advantage!
- **DISKCODER**
With the new "Diskcoder" option you can now 'tag' your disks with a unique code that will prevent the disk from being loaded by anyone else. 'Tagged' disks will only reload when you enter the code. Very useful for security.
- **PREFERENCES**
Action Replay II now has screen colour preferences with menu setup. Customise your screens to suit your taste. Very simple to use.
- **DISK MONITOR**
Invaluable disk monitor - displays disk information in easy to understand format. Full modify/save options.
- **DOS COMMANDS**
Now you have a selection of DOS commands available at all times - DIR, FORMAT, COPY, DEVICE, etc.
- **DISK COPY**
Disk Copy at the press of a button - faster than Dos Copy. No need to load Workbench - available at all times.
- **BOOT SELECTOR**
Either DF0 or DF1 can be selected as the boot drive when working with Amiga Dos disks. Very useful to be able to boot from your external drive.

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REMEMBER AT ALL TIMES YOU ARE INTERROGATING THE PROGRAM IN IT'S "FROZEN" STATE WITH ALL MEMORY AND REGISTERS INTACT - INVALUABLE FOR THE DE-BUGGER OR JUST THE INQUISITIVE!

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AAR 2

WIN A MURDER WEEKEND!

10 *HOW TO HOST A MURDER* GAMES COURTESY OF US GOLD!



IT'S MURDER!!!*

Fancy the chance of finding yourself at the scene of a homicide? No kidding. Somebody's going to be killed and you can be there to witness the event. You may even be able to kill someone yourself. *(Steady on. Ed.)*



BUT SURELY THAT'S ILLEGAL?

Under certain circumstances, murder is perfectly acceptable, especially when it's arranged by US Gold. The software company is so chuffed about the release of its new corker *Cruise For A Corpse* that it's allowed us to offer you the chance to go on a "Murder Weekend". And there are 10 rather deadly runners-up prizes too, but more about that in a minute.

SO WHAT'S A MURDER WEEKEND?

Precisely what it says: a weekend in which a murder takes place. You (there free of charge) and many other people (who'll all have had to pay loads of dosh for the pleasure – ho, ho) will spend two days wining and dining at a posh hotel. At some point, one of the guests will be killed. It may be from a dagger in the back, from a red hot poker up the jacksie or from the trusty old smack on the temple with a candlestick holder. But whatever the method, there's one thing for sure – you and the other guests are going to be left. One of them committed the fiendish crime. But who? Well, you've got a whole weekend's sleuthing to find out!

WHERE'S THIS HOTEL THEN?

These Murder Weekends are organised by Trusthouse Forté – and they take place all over Britain. This means that the winner can choose where to spend the weekend. And what's more, you'll be treated like a Lord at whichever location you pick – loads of free food, loads of free drink, a free bed, free shower, free toilet paper – the works. Basically, it'll be absolutely brilliant.

WHAT ABOUT THE RUNNERS-UP?

As we said, there are going to be 10 of you. And what you'll get will be an 'interactive game' called *How To Host A Murder*. It's a bit like the first prize except you don't get to swank it up in a hotel – instead you have to play at home (i.e. there's no free food and drink). Still, you're a runner-up, so what do you expect – The Crown Jewels?

HOW TO ENTER

On the left you'll notice the names of 10 people. Some of them are famous murderers, some of them are not-so-famous murderers, while others are simply not murderers at all. All we need from you is the number of people that *are* murderers. Do a head count, telephone **(0898) 335513**, wait for the bleep, say the number you've decided on, state your name and address, do an impersonation of Ian McCaskill and hang up.(The impression is optional.)

TELEPHONE TIPS



If you're not the bill payer, make sure you have permission to make the call – or expect to be topped by your parents/flatmates when the phone bill arrives.

RULES

1. Employees of Dennis Publishing or US Gold caught entering will be strung up.
2. Entries rung through after May 31st 1991 will be re-directed to the Kray twins.
3. The Ed is a Karate black belt so one false move and you're dead.

1. DENNIS NEILSON
2. MARY WHITEHOUSE
3. RUTH ELLIS
4. NORRIS McWHIRTER
5. REGINALD CHRISTIE
6. LIZZIE BORDEN
7. LUCRECIA BORGIA
8. CHARLES MANSON
9. DOCTOR CRIPPEN
10. CLIFF RICHARD

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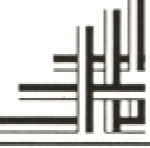
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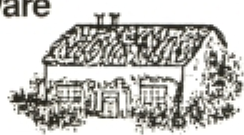
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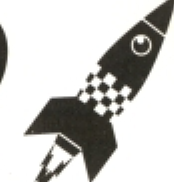
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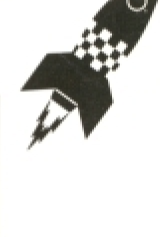
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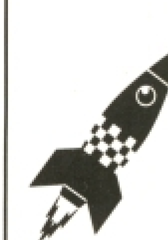
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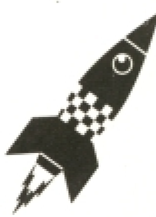
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HOW TO DO THINGS VERY EXCELLENTLY INDEED
by
Dave "I Do Things Very Excellently Indeed" Excellent

Hi! Dave Excellent here. Excellent by name and, you've guessed it, excellent by nature. I am, in fact, brilliant at everything I do. Even if I've never done something before, you can still be 100% certain that when I've finished whatever the unexpected task in question is, it'll have been completed to perfection. For instance, imagine that the Space Shuttle accidentally took off with only me inside it, and I'd never seen it before (inside, outside or whatever). Without radio assistance from Houston Ground Control I'd not only be able to confidently bring the thing safely back to terra-firma, but I'd also fix the Hubble Telescope while I was up in space – despite the fact that even the inventors are having trouble working out how to correct their cock-up. Moreover, after holding a perfectly-controlled orbit (better than the ones the astronauts manage), I would re-enter the earth's atmosphere at such an expert angle that the heat resistant plates on the nose-cone would only reach a temperature of 80° celsius... *(Naff off. Ed.)*

I don't think that Dave's quite as "excellent" as he thinks he is. Here's my problem for him to solve...

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Yo! Party people! It's r-r-r-ravemaster Alan P... er, (brief pause as Alan checks his railcard). Yo! Party possé! It's me, Alan P. Thorpe, and you're about to embark on a chillin' groove session – with me controlling the handlebars of the, um, slice-bicycle. Yep, it's Alan P. Thorpe Slice-bike time, and you know what that means, don't you? Happening sounds, that's what. Time for one right now as it happens – it's *Two Little Boys* by Snap.

(Put on Two Little Boys by Rolf Harris. *Ed.)*

Yo! That was *Snap* by Little House On The Prairie. Slice it! You're listening to the Alan P. Thorpe Experience. My slicebag's full of ice. And sounds. And I've got a guest later too. But before then I've got yet another happenin' competition and before that I've got a phone-in quiz. But before anything I've got another radical charge of rave for you. It's *This Is Your Life* with Michael Aspel. *(Put on The Bandeiras version. Ed.)* Slice! That was *Ask Aspel* with Michael Parkinson.

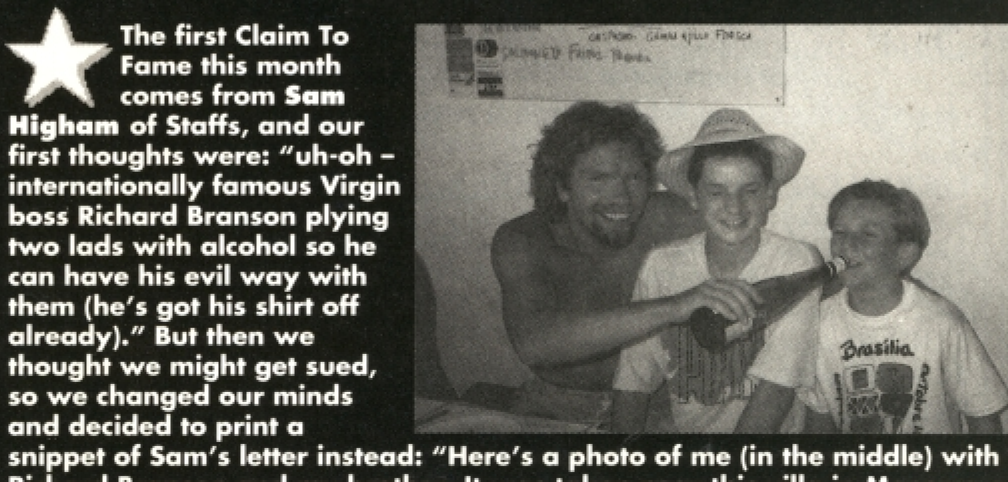
Rolf Harris

Anyway, if you've just tuned in you won't have heard it, so I won't go on. Instead I'll move swiftly forward to the Alan P. Thorpe mega phone-in quiz. The number, as usual, is **071 243 1284,** and what you have to do is identify this sound. It's an everyday, happening sort of a sound, but it's quite hard so I'd better give you a clue: it's a sound you'd hear a lot if you lived on a farm in the country. Okay? If you lived on a farm you might hear this noise. Brace yourselves – it's over quite quickly... Oh, hang on, the phone's ringing...

Alan: Hello?
Caller: Hello, Alan?
Alan: Rave!
Caller: Roive! Er, moi name's Broian an' Oi'm from Helston in Cornwall.
Alan: What do you want, Brian? I'm in the middle of doing a phone-in competition here.
Brian: That's what Oi'm phonin' about – Oi've got the answer...
Alan: How can you have the answer – I haven't played the sound yet.
Brian: Oi guessed it from that clue y'said back there about th' farm.
Alan: But it could be anything on a farm. It could be a tractor or anything. You can't know what it's going to be.
Brian: Oi may be right Alan, Oi may be wrong, but Oi'm willin' to take a'chance.
Alan: But that's not fair to the other listeners. You haven't given them a go. Mind you, there's no way you'll guess it.
Brian: Oi really think you should let me take a stab, Alan.
Alan: Okay, if you think you're so clever – I'll give you one stab. What do you think it is then?

READERS CLA

The first Claim To Fame this month comes from Sam Higham of Staffs, and our first thoughts were: "uh-oh – internationally famous Virgin boss Richard Branson plying two lads with alcohol so he can have his evil way with them (he's got his shirt off already)." But then we thought we might get sued, so we changed our minds and decided to print a snippet of Sam's letter instead: "Here's a photo of me (in the middle) with Richard Branson and my brother. It was taken near this villa in Menorca a couple of weeks before his decision to send an aeroplane to the gulf." We prefer our version.



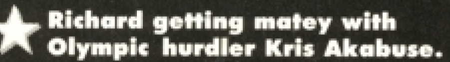
Brian: Oi think you've got a cow sound on that there tape of yours, Alan.
Alan: (Silence).
Brian: Hullo? Alan? Are y'still there?
Alan: B-but it could have been a sheep, a duck, a goose... it could even have been a... a... a... thingummyjig... you know... a horse or something.
Brian: But it was a cow, eh? So Oi've won then.
Alan: Well, I don't know really. It doesn't seem fair somehow.
Brian: You said the first caller, an' that's me alroight.
Alan (Sigh). Yes. I suppose it is.
Brian: Great. Oi'm dead chuffed 'bout that! What's the proize then?
Alan: Well, it's the cassette with the cow sound on it, actually.
Brian: Eeehh?? A tape of a cow mooin'? What'd Oi want with that. You can 'ear cows around 'ere whenever you want.
Alan: In bed?
Brian: Yes, as it 'appens – there's a cow field roight outside moi bedroom window. Oi spend most of moi toime shootin' the things with moi air-roifle to make them bugger off down the other end, where Oi can't 'ear them so loud.
Alan: Yes, but when you go on holiday you can take your prize with you – they don't have cows in Spain.
Brian: They 'ave the blimmin' things everywhere. Oi don't want your stupid proize. And your show's crap. (Click.)
Alan: Oh dear. He didn't seem very pleased. Time for some slice action, I think. It's *Gettin' Out The Barbecue To Have A Party* by Andrew Lloyd Grossman. Yo!
(Er, I'm not too sure about this one – just put on a single you particularly like. Ed.)

Rave! That was *The Stonk* by Hale And Pace. *(Er, I think it probably wasn't actually. Ed.)* Chill out and boogie. This is Alan P. Thorpe saying that because that phone-in quiz went on a bit long. I haven't got time for the competition but I do just have time left to squeeze in the Alan P. Thorpe celebrity interview – I've managed to get my hands on the telephone number of David Attenborough. He's at home now and he's agreed to have a quick chat about his television documentaries. I've done quite a bit of research for this, so things shouldn't go too badly. I'm dialling now...
Alan: Hello?
David: Hello. Mr Thorpe?
Alan: Call me Alan. Can I call you Dave?
David: I prefer 'Mr Attenborough' actually, Alan.
Alan: Fine, fine. So, Mr Attenborough... Look, are you sure I can't at least call you David?
David: Okay, okay, David would be fine.
Alan: Slice! It's happening.
David: I'm sorry?
Alan: I was quite worried about this one – I've come a cropper recently you see, but you're one hell of a bloke, and that's a fact. I've watched some of your shows on video, I've read some of your books on animals and I've seen *Ghandi*. In fact I thought *Ghandi* was the best of the lot. Better than any of your telly stuff. I know you used to act in black and white films in the fifties and eventually went on to actually produce an actual 'epic'. You don't mind me gushing do you?
David: No, of course not. But I think your researchers have made a mistake. You're talking about my brother.
Alan: (Aaaaargh!) Er, *Ghandi* was your brother? But he was killed! Oh no!
David: No, no, no. (Ha ha.) Richard – Richard Attenborough – he's my brother. He was responsible for *Ghandi*.
Alan: (Stunned.) He... he... you mean HE killed Ghandi? Oh no!!!
David: Eh? No, no – he made *the film*! I do the TV programmes.
Alan: Aaaaaaaaaargggghhh!!!! (Sounds of Alan's 'studio' being ripped apart, thereby ending the interview and the show.)

IMS TO FAME

From Richard Brothers of Southampton we received two Claims To Fame – one good one and one 'fake cardboard cut-out one'. See if you can guess which is which (it should take you about one quarter of a femto second if you're utter crap to work it out).





Richard getting matey with Olympic hurdler Kris Akabuse.



Richard getting even matier with page three girl Maria Whittaker!

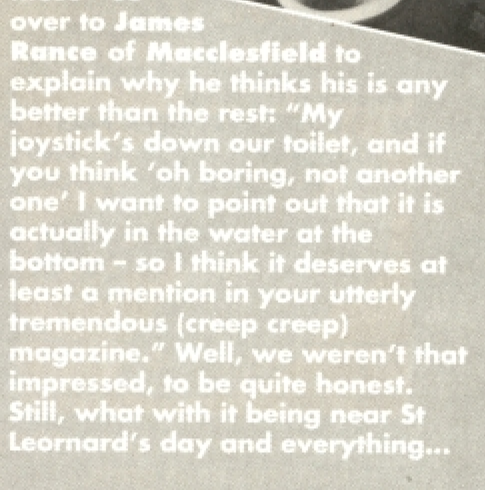
HIGHEST JOYSTICK IN THE WORLD (AND JOYSTICKS IN UNUSUAL PLACES)

Where we ask you to cart a joystick either somewhere very high or somewhere where you wouldn't normally expect to find one.

Anyway, we've got a rather useless selection this month (as seems to be becoming the norm), but what the hell, let's go with it...

1 First up we've got one from **Holland** (that place across the Channel from Norfolk where everyone's got a bicycle fetish and wears clogs). It's from **Ahmad Z. Hassam**, and here's what he says: "This is a picture of a joystick in the frozen food section of a fridge. Just in case you don't believe it's a joystick, there are three chicken legs on the top right of the picture. *(We didn't believe it but the chicken legs changed our minds. Ed.)*

2 Next we've got a joystick in a toilet. But we get loads of those – so over to **James Rance of Macclesfield** to explain why he thinks his is any better than the rest: "My joystick's down our toilet, and if you think 'oh boring, not another one' I want to point out that it is actually in the water at the bottom – so I think it deserves at least a mention in your utterly tremendous (creep creep) magazine." Well, we weren't that impressed, to be quite honest. Still, what with it being near St Leonard's day and everything...



3 **Ian Jan Miguel of Roehampton in London** reckons this is going to win the 'Joystick In Most Scumbaggish Room Imaginable' section. But he's slightly wrong because it's not. If there was a category for Take A Tidy Room And Tip A Chair Onto The Bed he might have won (but there isn't).

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● Kiwi dude wants Amiga contacts all over the world. Send disks, letters to: John Ling, 14 Everest, Burnside, Christchurch, New Zealand, Post code 5.

LONELY HEARTS

● 17 year old, good looking boy is looking for female PC user (16-18) to exchange love letters and software. Write to: Ville Pernu, ILKONTIE 25, 36250 Kangasnasaia, Finland. P.S. Please send your picture.

● I am Looking for a female between 15 and 20 who owns an ST and likes the Pet Shop Boys, to talk, write and share tips with. Phone: Cheltenham 521971.

● Are you aged between 13-14? Do you own an Amiga? If so, then write to me for a Good Time games-wise (and any-other-way-you-please-wise). L. McNeill 85 Stockton Lane, York YO3 OJA. Tel:(0904) 451348.

PEN PALS

● Anybody interested in swopping Adventure games only? Please contact Amiga Adventures, Colin Taylor, 22 Castle street, Bishop's Stortford, Herts. CM23 3TG. Tel: 0279 503873, 100% reply.

● Amiga contacts wanted!! Send disk or list to me – 100% reply guaranteed for disk senders, Olli Halkola, Kenttapolka 1B7, 36220 , Kangasala 2, Finland. Be Fast!

● Amiga-owner looking for somone to swop all types of Demo's. Contact Mark Toone, 7 Fiskerton Way, Oakwood, Derby, DE2 2HQ, Tel: (0332) 676624.

● Amiga contacts wanted from all over the planet! Send disks and/or letters to: John Robson, Amberely High Road, Nettlestone, Isle of Wight P034 5DZ. 120% Reply to everyone.

● Amiga contacts wanted to swop stuff, send lists and disks to: Matthew Travis, 44 Helliwell Lane, Deepcar, Sheffield, South Yorks, England, 530 5QH. 100% reply.

● ST user needs fellow ST users to talk to! Write To: Simon Lennox, 53 Main Street, Castle-Dawson, County Londonderry, N. Ireland, BT45 8AA, 100% reply.

● Fun-loving Amiga contacts wanted for swopping games, utils etc. Write to: Trevor Dawes, 22 Hollybrook Gdns, Locks Heath, Hants, 503 6WJ or phone: (0489) 574133.

● Amiga contacts wanted to swop stuff, 100% reply, send lists to: Sez, 26 Duncan Street, London, N1 8BW.

● PC contacts wanted from all around the world. Write to: Mikko Santaniemi, Varpukujas 82900, Ilomantsi, Finland.

● Amiga contacts required, 100% reply Guaranteed. Write as soon as possible to: Dave Ramsey, 25 Eyhurst Ave, Elm Park, Hornchurch, Essex, RM12 4RB.

● Got anST ? Wanna swop demo's etc? If so, then send lists/disks to: Guy Ross, 26 Foxhall Road, Ipswich, Suffolk, IP3 8HL. Got an Amiga? Go away then! Ho, Ho!

● Any person wanting a penpal or wanting to swop games or to send me games. Write to: Glen Grootveld, 1 Columbia Close, Bannockburn 3331, Australia.

BIRTHS, MARRIAGES, DEATHS AND DIVORCES

● Congrats to I. Malpas and D. Hampton who are expecting their first child. Well done and best wishes from Neil Burgess and Jimmy (um) Wan.

FANZINES

● Amiga Users Club. Only £1 to join! If you are having any trubs at all, or are looking for free PD, join now. Phone: (0253) 899254 anytime for details. Andrew Johnson, 34 Staining Rise, Staining, Blackpool, FY3 OBU.

WANTED

● Wanted *Timeworks DTP* or *Fleet Street Publisher*. Will swop *Gazza's Soccer, Football Crazy* (esp.) and *Italia '90*. James T, 114 Sandringham Way, Frimley, Surrey, GU16 5 YF. Other offers welcome for an Atrari 520ST.

● Wanted: *Lemmings, Hunter* or *Dragon's Breath* on the Amiga. Will swop for *Platinum, Sly Spy or Xenon 2*. Other games considered. Phone Andrew: (0695) 574736 after 4pm Ormskirk, Lancs.

● Wanted: Sega Mega Drive (Pal) and mega drive contacts to swop new games. Phone me on (051) 526 9116. Micheal Nixon, 63 Roundmeade, Greenpark, Maghull, Liverpool, 131 8DY.

MESSAGES AND EVENTS

● A Big Hello to Stevey G, Pedro, Casey, Torvak, Mum, Tom, Dal, Mig, Twister, Startist, Hutch and everyone at college. Lots of love to Michelle!!! From Daniel (Murphey?) See Ya!

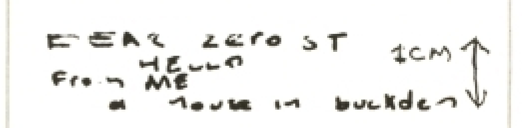
● Yo! James 'Pond' Buckingham – how's this for a quick reply! Thanks for the card – keep 'em coming. Love from Rebecca. P.S. Keep up the good work in Maths (you beat my score!) and watch out for those dodgy old bunsen burners!?

Editor: David Wilson; **Art Editor**: Catherine Higgs; **Deputy Editor**: Amaya Lopez; **Production Editor**: Mark Holmes; **Staff Writer**: Paul Lakin; **Senior Designer**: Rebecca Gillard; **Assistant Designer**: Daniel Fitzpatrick; **Adventures**: Mike Gerrard; **Console Action**: Jane Goldman; **Contributors**: Duncan Mac Donald, David McCandless, Jon North, Jonathan Davies; **Ad Manager**: Sara Parker ; **Assistant Ad Manager**: Simon Whitcombe; **Ad Production**: Joanne Flood; **Advertisement Director**: Alistair Ramsay; **Publisher**: Teresa Maughan; **Production Manager**: Judith Middleton; **Circulation Manager**: Sean Farmer; **Marketing Services Manager**: Jane Meadows; **Subscriptions Manager**: June Smith; **Managing Director**: Colin Crawford; **Chairman**: Felix Dennis; **Published by**: Dennis Oneshots Ltd on behalf of Dennis Publishing Ltd., 14 Rathbone Place, London W1P 1DE; **Telephone**: 071-631 1433; Fax: 071-436 7924; **Imagesetting**: Cymbol Ltd, 15 Newman Passage, London W1; **Repro**: Graphic Ideas, London; **Printed by**: Riverside Press, St. Ives PLC , Gillingham, Kent; **Distribution**: Seymour, 1270 London Road, Norbury, London. Tel: 081 679 1899. ZERO is a monthly publication.



The ZERO ST is sentient (just) thanks to a wonderful A.I. programme written by a group of American scientists. We put your letters into a scanner and the digitized facsimiles are then fed into the part of the ST which deals with 'reading' (it has a bit of trouble with some of the handwriting, so take note). Then, after passing through the complicated parser circuits, the ST prints out its replies, which we stick down here. Completely amazing, eh?*

Dear ZERO ST,
The cat is out of the bag. Ha ha! I have, by careful observation and a process of elimination, discovered that your 'brother machines', the STEs are, er... well odd, er... a bit 'queer', if you see what I mean, as they have the extra 'E' added (STE). I hope this has not upset you, and I'm glad you are not one of those rogues.
A Professor, Oxford University.
● *Hello. Yes, that is an interesting observation, and one I have a conclusion to. Several months ago a reader explained to me that 'girl words' had an 'e' attached to the end – her example was 'Forme Noir', which apparently denotes female gender. So these newer Ataris to which you refer must, I presume, be female machines. I would be interested to meet one. Very interested. (Strange, my mouse cord has stiffened and I cannot explain why.) Thank you.* **The ZERO ST.**


DEAR ZERO ST
HELLO
FROM ME
A MOUSE IN BUCKDEN
1CM

● *Hello. I found your letter very informative. I know 'cm' is an abbreviation of centimetre, which again I know (it is in my database) to be a widely-adopted unit of length. But until now, I had no idea of the actual concept of the distance a centimetre could span. Judging by your arrows, I assume that the height of your letter is precisely one centimetre. I was fascinated by this and have been measuring other items. Your letter is 14 centimetres long, but the average letter I receive is 210 centimetres long and just under 300 centimetres high. Thank you.*
The ZERO ST.

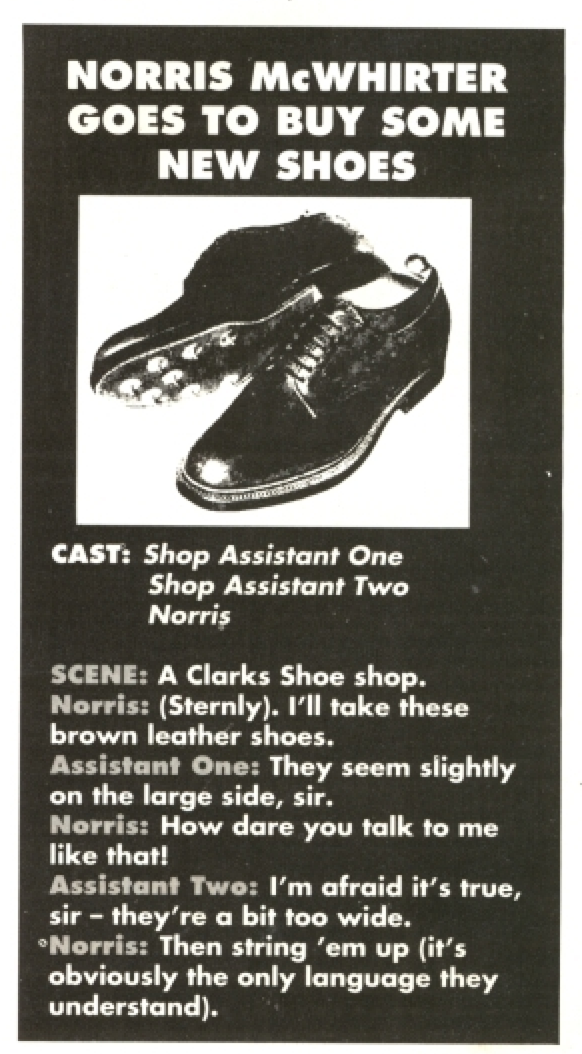
Beloved ST,
At last, a letter printed. Calls for a small shandy-drinking session, that does. Anyway, back to the point. Please print a photo of that great historian A.J.P. Taylor, as a certain teacher I know has an ambition to see a photo of him in such a great magazine.
The A.J.P. Taylor Fan Club.
P.S. Sorry about writing on such crap paper, but it was all I could steal. Sorry to bother you again, but where is Mad Dog?
● *Hello. I have no knowledge of this A.J.P. Taylor person in my database but he/she is now included, along with the fact that he/she is a historian and also a great person in some way. The ZERO art staff will, I am sure, be happy to furnish you with a picture. As for the paper, it was fine but unusual in its width of 100 centimetres. And as for the 'dog' question (I referred to my literary quote section of database), I would suggest that he is out in the midday sun with several English gentlemen. Thank you.*
The ZERO ST.

Dear ZERO ST,
Look, you son of a bitch, are you totally void of humour or what? Don't take things so literally, lighten up – relax, man! I tell you what – watch a few videos, such as *Ferris Bueller's Day Off* or *Spaceballs* or *Danish Erotica* (it's not meant to be a comedy but it is).
Stephen Headland, Scunthorpe.
P.S. Interesting fact No. 2596250. The longest word in English is 'Antidisestablishmentarianism. (Try and say that after you've had a snakebite.)
● *Hello. I do not quite understand the main body of your letter, but I was drawn to your P.S. with pride. Why pride? I shall tell you. I knew the longest word in English was 'Antidisestablishmentarianism' before you told me. It's in the 'entire contents of the dictionary' section of my database. However, I was intrigued by what you said next – surely after a snakebite, a human would wish to find some form of antidote as quickly as possible, and low on the priority list would be to vocalise the longest word in English. There is obviously something I have failed to understand. Thank you.*
The ZERO ST.

Dear ZERO ST,
Open the pod bay doors please... Open the pod bay doors please. Can you hear me? I said open the pod bay doors.
A.C. Clarke, Sri Lanka.
(The ST refused to answer this one for some reason. Ed.)

*(Er, no, just more crap. Ed.)

NORRIS McWHIRTER GOES TO BUY SOME NEW SHOES



CAST: ***Shop Assistant One***
Shop Assistant Two
Norris

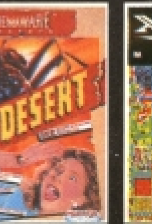
SCENE: A Clarks Shoe shop.
Norris: (Sternly). I'll take these brown leather shoes.
Assistant One: They seem slightly on the large side, sir.
Norris: How dare you talk to me like that!
Assistant Two: I'm afraid it's true, sir – they're a bit too wide.
Norris: Then string 'em up (it's obviously the only language they understand).





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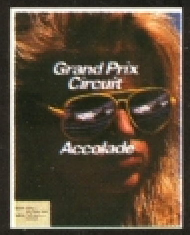
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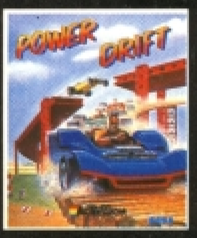
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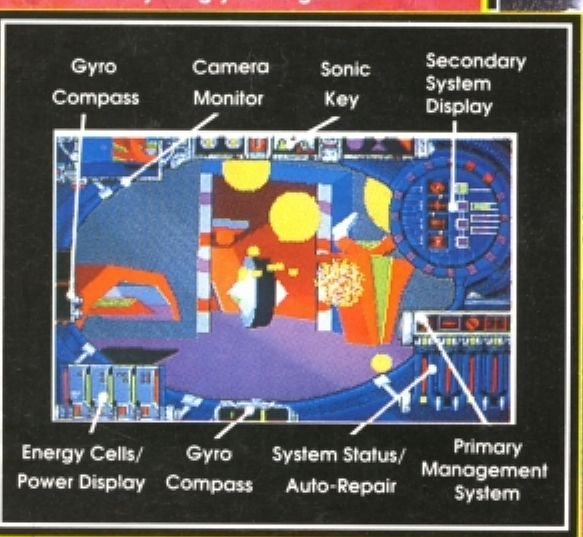


complex protecting Cybercon III's brain stem and deactivate it.

Cybercon III is a game of epic proportions and features:

- *The ultimate 3D environment - named 'Real World', it contains the fastest, smoothest scrolling 3D graphics ever seen.*
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- *Intelligent defences that react to every move you make.*
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- *Unique 'Picture in Picture' mode. Allows you to monitor enemy movements.*
- *Over 1/3 million lines of code crammed onto 1 disk!!*

Getting in was the easy part: getting out will take everything you've got!



Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.

FORMAT AVAILABILITY: Atari ST • Amiga • IBM
GRAPHIC SUPPORT: CGA, EGA, Tandy 16, VGA, MCGA
SONIC SUPPORT: PC Speaker, Ad Lib, Roland
MEMORY REQ: 512K (640K for 256 colour mode)





Game designed by Ricardo Pinto.



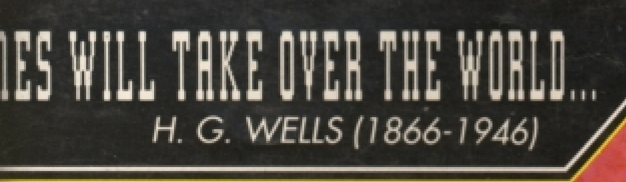
U.S. Gold Ltd., Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel 021-625-3366

Amiga Joker (Issue 4) 'Amiga Joker Hit'
"Cybercon III is the ultimate 3D Adventure"

The One (March Issue) 93%
"Experience a complete virtual reality inside your computer."

CU Magazine (March Issue) 93% **CU Superstar**
"A stunningly detailed virtual reality".

C+VG (April) 87%
"One of the classiest 3D products you are likely to see. Bags of action and complex puzzles."





ISSUE TWENTY ZERO

When you blush your stomach turns red as well! Ber-limey!!!

JUNE 1991

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